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✓ Most tips ✓ Every N64 game tested ✓ Best Pokémon info

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ISSUE 109

WORLD FIRST!

**GAMECUBE MARIO
AND ZELDA UNVEILED**



POKEMON CRYSTAL

The best Pokémon quest yet!

p6

MARIO KART

Become a
kart king



p58

DOOM GBA

First ever play
of gory blaster



p14



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Quick flick! ▶▶ Check out the first review of Mario Kart Super Circuit on GBA p26

Nintendo 3

Nintendo®

OFFICIAL MAGAZINE

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page 6

We show you...

- Amazing battles
- New areas
- Hidden secrets

Gotta catch 'em all over again as the best Pokémon game yet dazzles your Game Boy

- ✔ First ever playtest
- ✔ All you need to know



Doom

Go to
page 14

An exclusive first playtest of the Game Boy Advance's goriest game yet.



GAME NEWS

✔ New games ✔ First and best

1080° Snowboarding 2, Bomberman Generation, FIFA 2002 Road to FIFA World Cup, Mickey GameCube, Rune, Sonic Adventure 2, Soul Calibur 2, SSX Tricky, Zelda GameCube, Mario Sunshine ▼

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REVIEWS

✓ Every new game out this month

Paper Mario page 20 ▼

He's gone from portly to paper, but Mario's new quest is a stunning new N64 adventure.



Mario Kart Super Circuit page 26

The most anticipated game of the year steams onto GB Advance.

Spider-Man Mysterio's Menace page 32

Marvel at the sight as the webbed wonder swoops into GBA action.

Jurassic Park III DNA Factor page 34

Don't get scared now... the dinos are on the loose.

Lego Island 2 The Brickster's Revenge page 36

Block building antics on your portable pal.



BLAG FEST

We have got **251** official Celebis to win, exclusive to NOM readers. So if you are a Pokemaniac, send in the coupon and you could be a winner.

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GAME GUIDES



✓ Play to win every time!

Mario Kart Super Circuit ▼ p58

You won't fail to take the chequered flag every time with our top guide.



Official Tips page 50

All the help you need for the hottest N64 and GBA games around.

Your Tips page 54

Get your hint off your chest and you could win Gamester goodies.

Your Scores page 58

See if you are king of the crop or have won the wooden spoon.

FREE GAME BOY MAGAZINE

✓ First and best

Tomb Raider p2

Lara takes on more GBC goons in the Big Apple.

WWF Betrayal p6

They are kings of the ring, but not on your portable pal.



Pokémon Crystal

As if Gold and Silver weren't great enough, there's a new, even better kid on the Pokémon block.

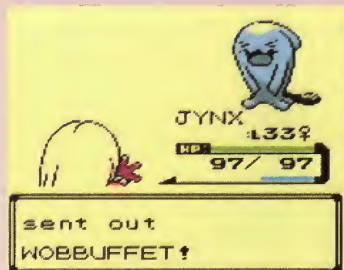
Game Info

By: **Nintendo**
Type: **RPG Adventure**
Release: **2 November**

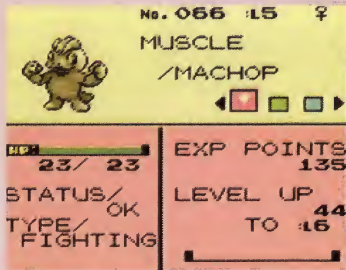
Crystal 'mazing

The first thing you notice about Pokémon Crystal, aside from the sparkly cart, is how much the Pokémon sprites have improved with your little pals looking even better than before.

Gold and Silver looked pretty swish already, but there's no doubt Crystal takes the prize as the best looking handheld Pokémon game to date. And considering the competition, that's not mean feat.



▲ All Crystal Pokémon now boast cute animated moves when entering a battle and when you're checking them out in your Pokédex.



▲ Some of the new animations are hilarious. Just take a gander at tough duck Machop flexing his muscles. You don't scare us, beakyl!



▲ It's not just the Pokémon that have had a magic makeover. Towns are more colourful and the inhabitants have new clothing and hairstyles.



▲ Catching Pokémon can be confusing work. Crystal makes sure you never get lost by flashing a big sign across the screen at every new location.



New girl in town

When you first fire up your Crystal cart you'll be able to choose whether you want to play as a girl or boy trainer.

This is a huge difference from previous Pokémon games where you had to play as Ash. Now you get the chance to play with blue haired Kris. Watch out boys, girl Pokémonians are here to stay!



▲ The girl Pokémon trainer is every bit as good as the guys, even if she does have crazy blue hair. Just look at all the badges she's won. Go girl!



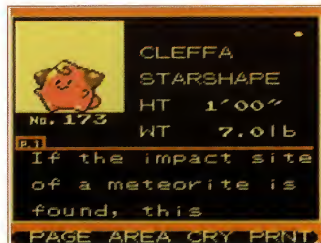
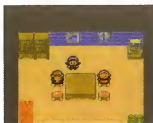
▲ LI' Miss Blue Hair gets a different response from some of the people she meets because she's girl. Some of them even call her Lass. Which is nice.

Crystal Goodies

If you've finished Pokémon Gold or Silver and think that you know all there is to know about the games you'll notice loads of tiny tweaks in Crystal.

Gold and Silver could be a little stingy when it came to dishing out goodies. Luckily, in Crystal, you'll be weighed down with all the extra goodies and treats on offer.

► We love surprises. When you visit the Day Care Centre in Goldenrod City for the first time the old couple give you an Odd egg to keep.



▲ Carry the egg around until it hatches to get a gorgeous little Cleffa.



▲ Fellow trainers give you more gifts as you travel around Johto and Kanto.



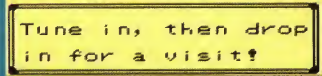
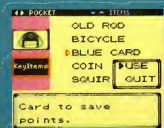
▲ Some trainers will find items for you and give them to you as gifts.

Tune in

Just like the Gold and Silver versions you get to use a radio that you keep stashed in your Pokégear.

But when you go to Goldenrod Radio Tower, make sure you go upstairs and visit DJ Buena.

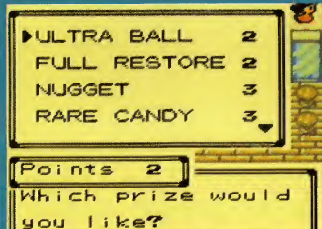
► The first time you visit Buena she'll give you a Blue Card which is stored in your Key Items pocket and used to record your points total.



▲ Now tune in your Pokégear radio every evening after 6pm to hear Buena broadcast the password. Pat Sharp she ain't!



▲ Fly back to Buena with the password and you can join in a live radio broadcast.



▲ The correct password gets you a point which you can save up to buy cool prizes.

New Moves

Several Pokémon in Crystal can learn new attacks, and some of the moves aren't normally associated with that type of Pokémon.

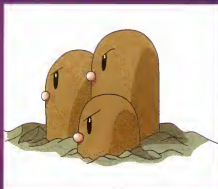
This is a very cool way of adding more variety to the game and giving expert trainers loads of new combinations to plan.



▲ Ariados and Spinarak now learn Psychic move Agility at Level 53 instead of Normal move Screech.



▲ Cloyster can now learn Ground move Spikes at Level 33. Which is fairly cool for a Water and Ice Pokémon.



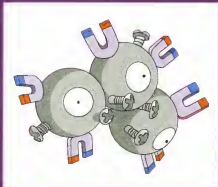
▲ Dugtrio now has Normal move Tri Attack added to its basic moves list. Can you dig it?



▲ Eevee can now learn Normal move Baton Pass at Level 36 instead of Focus Energy.



▲ Hoppip, Jumpluff and Skiploom now learn Synthesis at Level 5 instead of starting with the move.



▲ Magnet now learns Normal move Tri Attack at Level 35 instead of Swift.



▲ Piloswine is now able to learn Psychic move Amnesia at Level 70. Just make sure you wake him up first!



▲ Qwilfish starts with Ground move Spikes as a basic move to go with Tackle and Poison Sting.



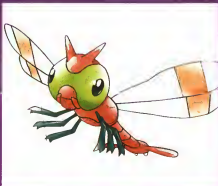
▲ Sneasel is now able to learn the awesome Steel move Metal Claw on reaching Level 65.



▲ Suicune now learns Bubblebeam at Level 11, Rain Dance at Level 21 and Aurora Beam at Level 41.



▲ Swinub now learns Psychic move Amnesia at Level 55 in Crystal. Perhaps it needs to learn a new move. Haircut!



▲ Yanma can now learn Flying move Wing Attack at Level 37 instead of Swift.

Battle Tower

The Battle Tower is a cracking new addition to the world of handheld Pokémon gaming.

It introduces a battle arena similar to those in N64 Pokémon Stadium 1 and 2 where you can test your pure battling skills against top trainers whilst also building up your party's stats for the tough adventures still ahead. But, be careful. These trainers are no walkover.

► The grand entrance to the Battle Tower can be found on Route 40, to the left of the Olivine City's Pokémon Centre.



▲ In the Battle Tower grounds you'll meet loads of fellow trainers who give you advice on how to succeed.



▲ Once inside speak to the girl at the front of reception. She'll show you to a Battle Room if you're keen to fight, or explain the history of Battle Tower.



▲ Each Battle Room features seven trainers. If you beat them you win a prize, but you can only take three Pokémon in with you at a time.



▲ Select the level of Pokémon you want to challenge in the Battle Room, then ride down in the lift to your fate. It feels a bit like a doctor's waiting room.



▲ Get ready for a colossal battle with seven trainers. This really is an excellent way to hone your fighting skills. Be warned, these trainers are tough.

The Legendary Trio

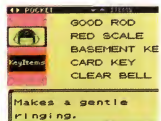
In Crystal you have a much better chance of catching at least one of the three legendary Pokémon, Suicune, Entei and Raikou.



▲ The quest to find Suicune begins when you reach the Burned Tower in Ecrutek City. Here you meet Eusine.



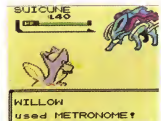
▲ After meeting Eusine you fall through the floor and scare away Suicune, Raikou and Entei.



▲ When Suicune scampers, battle Eusine and then forget about Suicune until you get the Clear Bell.



▲ Take the Clear Bell to the Tin Tower in Ecrutek. Beat the Wise Trio and you'll be face to face with Suicune.



▲ Make sure you have the best Pokéball available and you'll be able to catch Suicune after a torrid battle.



▲ Entei and Raikou aren't so easy to find as they roam wild around Johto. Use the maps and Repel to flush them out.

Missing Pokémon

Nintendoids might be disappointed to learn that several Pokémon have disappeared from Crystal, including some of the new ones featured in Gold and Silver. We're trying to be brave, but we're quite upset really. Sniffle.



▲ It's not often you see an electrified sheep with a kiss curl, and now he's gone.



▲ Quite frankly, good riddance. Now if only Magikarp would get lost too...

Unown mysteries

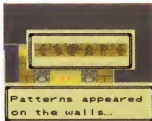
The expansion of the Ruins of Alph is another major new feature in Crystal.

On the surface the Ruins look the same as they did in Gold and Silver, but after some excavating you'll soon find there's a much bigger story to be told behind the strange symbols. Better get you digging hat on!

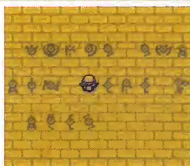


▲ The Kabutops tile puzzle is the same as before. After catching three Unowns you'll get an Unown Pokédex.

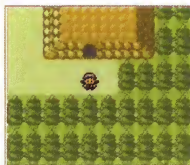
► If you go back into the Kabutops room you'll see a scientist checking out the strange symbols.



▲ When you use an Escape Rope inside this room and then go back in, a secret door will open to reveal a whole new area.



▲ There are lots of useful goodies to be found here, plus a cryptic message on the floor. Each Unown Pokémon represents a letter.



▲ You'll need to cross the lake at the far end of the ruins to reach the next cave and find another secret door by using Flash.



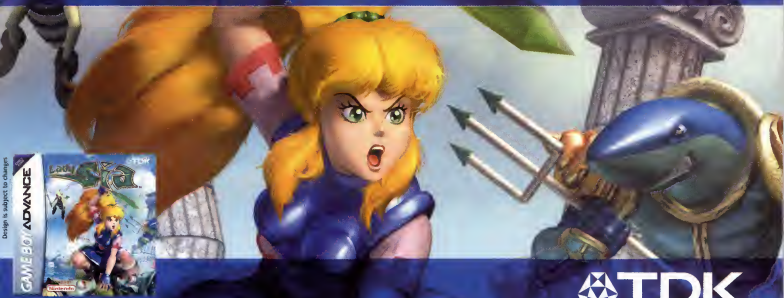
▲ When you reach Union Cave later in the game, you'll discover yet more treasures and writings that complete the ancient Unown story.

Lady Sita

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Here be dragons

Did the Dragon's Den in Blackthorn City in Gold and Silver leave you feeling a little cheated?

Huge cavern, lots of space for dragons and a so called Shrine that you couldn't even enter. Crystal tackles such woes by placing a fully working Shrine, complete with monks, slap bang in the middle of the Dragon's Den. That's more like it.

► After beating Dragon Pokémon trainer Clair she'll send you to take the Dragon User Challenge in the Dragon's Den.

Is it too much to expect of you?

You care deeply for POKÉMON.

▲ Go and check out the Den in the north of Blackthorn. Where once was an empty hut there now stands a Shrine.

▲ Inside, the head monk will give you a strange test. The questions are about how much you love Pokémon.

Here, this is the RISINGBADGE...

▲ The test is ridiculously easy. When you inevitably pass, Clair shows up and gives you the eighth Johto badge.

I have something for you.

▲ The head monk invites you to come back to the Shrine. Go back immediately and he'll give you a Dratini, bless 'im.

KURT: Ah, KRIS!
I just finished

New faces, new places

If you're a Pokénut you probably won't be able to resist playing Crystal even if you've already finished Gold or Silver.

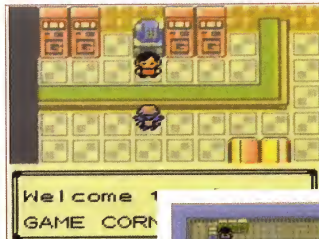
It's actually loads of fun travelling through familiar territory and suddenly bumping into a completely new character or noticing that a building has had a complete face lift. Here are just a few more of the new additions that we've noticed so far.



▲ The Poké Seer lives in a cottage in Cianwood. He'll tell you where you got your Pokémon and how they're feeling.



▲ The Move Tutor can be found in Goldenrod City, but not until you've beaten Red in Mt Silver.



▲ The Game Corners in Goldenrod City and Celadon City have totally different Pokémon to buy with your winnings.

► Check out the top floor of the Golden Rod Department Store for a new roof top marketplace.



▲ Even if you know Gold and Silver back to front, wandering through the familiar setting is still a laugh.
▲ Other trainers often give you things. It's good to talk.

We think...

We love the new character animations, the Battle Tower and the girl trainer. Even if you've finished Gold or Silver you'll be tempted to discover Crystal's extra secrets.

Harry Potter™

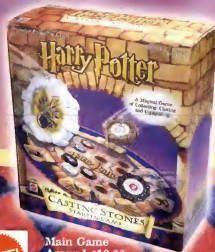
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CASTING STONES – A MAGICAL GAME OF COLLECTING, CASTING AND CONQUERING

Doom

The king of first person shooters is coming to GBA. Warm up that BFG, don your fireproof suit and prepare to head into hell.

Game Info

By: **Activision**

Type: **First person shooter**

Release: **TBC**



► 'Eat my head, demon scum!' If you're still scared of the monsters under your bed, stay well away, Doom's not for the spineless!

Go to hell

If you've never heard of Doom, then you have no right to call yourself a video games fan.

The game has been responsible for more fragging, more mutant hunting and more pants dirtying than any other. It has been released on most computer platforms and now it's being squeezed onto a Game Boy Advance cartridge.

Prepare to put the hell back in handheld as you battle your way past the horrifying creatures of the underworld.

► One eyed, floating basketbails with horns! All in a day's work for your average Doomster and now these gory monsters are heading to your GBA. Prepare for a winter of handheld content.



Where am I?

The story's simple. You take on the role of a space marine manning a deserted scientific outpost somewhere near Mars.

Scientists there are trying to develop inter dimensional space travel. They have already succeeded in sending small objects back and forth, but the gateways they've created are becoming increasingly unstable and military volunteers sent in to investigate never return.

You set out for Phobos, one of Mars' moons, after receiving a distress call. Pretty soon your comrades are dead and you are alone, armed only with a pistol.

► That certainly doesn't look like a marine. Prepare yourself for the most grizzly game yet to hit your GBA.



▲ This corridor used to ring with the laughter of soldiers living the easy life, where did these critters come from? Time for a machine gun frenzy!

Leave it out

Unless you spend all of your time playing video games, you can't have failed to notice the controversy surrounding Doom.

For this reason, the Americans have suggested a few changes be made to it for the Game Boy Advance.

Red blood has been replaced with green, dead bodies no longer remain lying around and the general level of gore has been reduced.

Thankfully, this doesn't affect the gameplay at all. In fact you only notice the difference if you look really closely.



▲ The game has been slightly changed for GBA, but our exclusive first play confirmed that this is still a magnificent first person shooter.

► That doesn't look like a good guy. It's not wearing a spacesuit. You're right. It's a zombie pretending to be one of your chums. Quick, load your shotgun and blast the imposter and pick up that all important health before you're demon fodder.

Hey, good looking

Those of you who are familiar with the PC version of the game will know what to expect, but you still might not believe your eyes.

Doom has been converted to GBA in all it's gory glory, losing little in the process. It looks nothing short of amazing.

Speed hasn't been sacrificed in the name of good graphics either. Doom GBA moves along at a surprisingly quick rate. We're flabbergasted at how good this game looks. We knew the GBA was capable of great things but this goes beyond our wildest expectations.



▲ He might have been battered by the ugly stick, but you have to admit the game looks good. The speed doesn't suffer for these quality graphics either.



▲ Even with a lot of enemies on screen, the game still runs at a good speed with no slowdown. How do they do that? Who cares? Run for the hills...



Know your enemy

Let's take a look at some of the ugly nasties you'll be facing on your journey through the infested space station.

On the early levels, most enemies are easy to kill, but soon you'll come across the far nastier Cacodemons and Barons of Hell.

As you reach the end of the game, the real bad guys come out to play. The Cyberdemon is bad enough, but the Spider Mastermind is the ultimate enemy. You'll be lucky to escape with your life...

► These horned Barons of Hell are tough to kill. Look out for the green plasma they fling at you.

▼ A Cacodemon and a Lost Soul. Luckily you have the chainsaw which should make light work of this pair.



Gun crazy

Unlike Rambo, you're not going to get far in Doom armed only with a knife and a red bandana. You'll need some big guns.

Luckily, your dead comrades dropped plenty of mental weaponry when they met their grisly end, all you've got to do is find it.

You start with the pistol. This soon becomes useless and you'll need to find something much bigger and better.

The shotgun is a good start, but it's guns like the Plasma Rifle and the BFG9000 that will make short work of the monster on your tail.



▲ Those Demons don't know what's about to hit them. Watch them vapourise as you unleash the power of the BFG9000.

◀ You'll need something bigger than a shotgun for these monsters. It's time to hunt down some harder firepower. But watch out for that plasma.

TopTunes...

Superman Lovers • Starlight	61140	Shaggy • Luv me, Luv me	61166
Sam Mumba • Baby come over	61174	Kylie • Can't get you out of my head	61175
Victoria • Not such an innocent	61170	Artful Dodger • Mel Blanc	61171
Bob the Builder • Mumbo No 1	60043	Uddo • Hunter	61173
Nelly • Better Up	61182	Macy Gray • Sweet Baby	61165

Pop/Tones

61159 Emma Bunton • Take my breath away	61172 Blue • Too Close
61167 Leona • Stick in the ribs	61076 Pato • Let's Dance
61138 Dany Thomas • Mass Chibbana	61084 Nelly Furtado • Turn Off the Lights
61090 Jannet Jack • Little L	61053 Nelly Furtado • Elusive Planet
61073 Jennifer Lopez • Ain't It Funny	60287 DPM • Heaven is a Hell (my)
61027 Robbie Williams • Identity	61039 Winkless • A Little Respect
61004 Pato Williams • I'm a Man	61184 Tinashe • Sick
61141 Gino Padellaro • Savage (I'm a Savage)	60282 L'Oréal • My Way
61069 N' Sync • POP	61144 D Town • All or Nothing
61186 We Live • When your babies like that	61008 Gorkaz • 18-200
61185 Shaggy • Angel	61183 Stereophonics • Sleep on my side

Dance

61149 51Gang • If It's Not Me	61024 Star Wars
61177 Basement Jaxx • Just One Kiss	61014 Mr. Brother • Red Dwarf
61146 Luck & Heat • I'm all about you	60205 James Bond
61074 So Solid Crew • 21 Seconds	60127 Soul Sister
61150 Sophie Ellis-Bextor • Back to Back	61127 Day After Tomorrow
61072 The Roots • Another Chance	60223 Busted
61070 Ringer Sanchez • Another Chance	61131 Star Trek: Voyager
61005 Paul Piquet • Do you really like it	
60061 David Neve • All I want	
61055 Michael • All I want	
60007 Da Hunk • All I want	
60020 Dance • Sweet Dreams	

Film & TV

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Into the arena

Doom GBA contains 24 single player levels, one of which is secret. There are also eight distinct deathmatch arenas.

The levels are spread over three different areas: Knee Deep in the Dead, The Shores of Hell and Inferno.



▲ The walls seem pretty standard but look at the sky, it's blood red. There's something not quite right about this place. Can we go home?

Not only do the levels get progressively harder and more chock full of enemies, the scenery also begins to take a much more sinister twist.

By the time you reach the Inferno levels there are some pretty harrowing things on display. Make sure you've got that sick bag.



▲ These Imps get everywhere. They are one of the enemies that you are guaranteed to find on almost every level but they're not that hard to kill.

Are you hard enough?

There are four difficulty levels on Doom GBA. Although the easiest of these is 'I'm too young to die', this difficulty will test your monster killing skills to the limit.

The easiest level is the best place to start your Doom experience. You can get used to the controls and the maps, and learn the basics of the game.

As you increase the difficulty level, more and more baddies appear. You'll need to have mastered the controls fully to win.

The final difficulty level is 'Nightmare', and as the name suggests, it's no walk in the park. The levels are teeming with the worst kinds of demon and mutant filth. Have you got what it takes to survive?



▲ With that sort of body count, it's lucky you had the chaingun. Die you green blooded scum. Arghhh!



▲ These Barons of Hell are tough. Strafing to avoid their plasma will help, but killing them ain't easy.

Who shot me?

If you get fed up with just killing hordes of hellspawn's finest, then link up your GBAs and start killing your mates.

You can choose which style of game you want to play, either the first person to a certain number of kills or a time based challenge.

All 24 single player levels can be used in Deathmatch mode, as well as eight multiplayer arenas. With this choice, you could be playing for quite a while.

Each player begins in a random location and it's just a case of finding the biggest guns and hunting down your mates. Carnage!

► If you get sick of the single player game, you can always link up with three other mates and hunt each other down.



► How can you get bored of wiping out these hideous monstrosities. Adios, scum!

It takes two

If you're having trouble tackling the demon hordes on your own, then you can link up with a mate and play a co-operative game.

It takes a bit of getting used to because you have to keep turning around to look to see where your mate's got to, but it soon becomes second nature.

Just because you're helping each other out doesn't mean that you can't do damage to each other, so watch where you're firing.

After a few plays, you'll be saying things like 'cover me' and 'you head for the stairs, I've got your back'. It's almost like you're there.



▲ This would be a damn sight easier if there were two of you. Link up with a mate to get double the firepower.



We think...

Doom GBA is a fantastic game. It looks great, sounds fantastic and plays like a dream. If this is the future of GBA gaming then you can count us in. Awesome.

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New Game Reviews

✓ We promise every game has been tested right through by our expert Nintendo players. They tell you what they really think and won't score a game high they wouldn't want to play themselves...

How they score

0-44 Real rubbish
45-64 Still not worth playing
65-79 Nothing too special
80-89 Pretty good, but not exactly great
90-100 Amazing game you must play!

Awesome

Our Awesome award is only given to games we love and think you really must play. It's only ever given to games that score over 90%.

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The DNA Factor p34

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Game Info



Price: **£44.99**
Release: **29 September**

NINTENDO 64



Paper Mario



Dear old Mazza may have shed a few stone but this ace RPG adventure still packs a weighty punch.

Bowser's back

Poor Mario. He can't rest for a moment. One minute he and Luigi are living it up at Peach's party, the next moment loony tune Bowser has popped his ugly mug over the parapet and whisked Peach away into space, lock, stock and castle.

The ensuing adventure features Mario and pals trying to rescue Peach and release the seven Star Spirits that Bowser has also kidnapped. The story may have a familiar ring, but the look and style of the game will spin your head around. Just check out some of these top screens. Colourful or what?



▲ It's a Mario! But he's looking a little strange. It takes a while to get used to seeing the ill' plumber and buddies looking like cartoon cut outs, but you'll soon grow to love the innovative style.



▲ Paper Mario plays very much like a traditional RPG. You visit exotic locations and chat to the locals, adding new members to your party and building up their stats.



▲ Peach isn't the only captive in need of Mario's help. Bowser has also imprisoned the seven Star Spirits. Each time Mario rescues a star spirit he's rewarded with special star energy.



WE SAID "An absorbing, magical experience that will keep you engrossed for many months."



Mario's crazy gang

Mario starts his adventure on his own, but such is his legendary status he's soon joined by a young disciple from Goomba Village.

Every time a new character joins Mario's party they bring with them skill cracking skills to use in battle as well as special moves which help Mario reach new areas on the map.

Because of this it pays to talk to everyone you come across in this massive game because they could help you later on in your adventures.



▲ Goomba is a cute little Goomba. His Tattle ability helps Mario to discover enemy weaknesses and his Headbonk attack knocks the brains out of the opposition. Ouch!



▲ Parakarry is a Postman Paratroopa from the Dry Dry Desert. His air attacks are highly effective against flying bad guys, and he can also carry Mario across gaps to help him on his way.



▲ Bombette has a crush on Mario after he rescued her from Koopa Bros fortress. She loves to blow stuff up, so look for cracks in walls that hide secret rooms for her to blast into.



▲ Lady Bow lives in Boo's Mansion, but leaves her life of spooky luxury to help Mario. She can make Mario invisible and her bloodcurdling scream scares enemies away. Oooooohh!



▲ Kooper is so impressed when Mario rides Koopa Village of Fuzzies that he begs to join the team. Kooper's shell tossing skills can take out a whole row of evil dudes in one go. There's no stopping Mario now!



▲ Watt is a bright spark who lights Mario's way in dark places. His range of electrifying attacks include the risky but effective Power Shock which causes instant paralysis in Mario's enemies.



▲ Sushie joins Mario's team when the Yoshi kids she's minding run off into Lavalava jungle. Sushie can carry Mario on her back across water and she likes to spit at enemies in battle.



LOOKS It looks like nothing you've ever seen before. So much humour and imagination has gone into the game design that you just can't stop smiling when you play. Pure joy, sheer genius.

Mario tactics

You won't get anywhere in Paper Mario if you just spend your time chatting and admiring the gorgeous scenery.

You need to fight as many enemies as you can to build up your stats and move on to the next level, otherwise the end of level bosses will wipe the floor with you. Which could be painful!



▲ In classic RPG style the frequent battles are all turn based. You need to keep thinking ahead and anticipate your rival's next move.



▲ Mario's two main physical attacks are his Pound and Jump attack. Mario's hammer and boots can be upgraded by items found during the game.



▲ Certain attacks are more effective than others. For example, jumping on spiked enemies can earn Mario instant paralysis and a sore bum!



▲ Most enemies have a weakness against particular party members. If one approach isn't working, try calling another sidekick into the fray.



▲ Aside from basic Hammer and Jump attacks, Mario and pals also use action commands. These take split second timing to pull off correctly.



▲ When Mario wins a battle he earns star points. Collect 100 to move up a level and choose between upgrading Mario's Flower, Heart or Badge points.

A bit on the side

Like all classic RPGs, Paper Mario features plenty of side quests where Mario takes a break from his main mission and tries to help some of the people he meets.

And when he's not helping people or finding star spirits he even gets to do some martial arts training. You can even end up with a certificate.

► Once postman Parakarry joins Mario's gang you'll find yourself with a whole bunch of letters to deliver. Take time out to deliver as many as you can in each town and you'll be handsomely rewarded.



▲ Visit Club 64 in Toad Town's Port area and you'll meet a cutie called Chanterelle the Nightclub Diva. She hasn't sung a note since Peach was abducted and asks you to find her a composer to write a song.

▲ This old Koopa in Koopa Village gets really annoying! He asks you to do all sorts of petty tasks and then pays you one measly coin. However, keep old tight wad sweet and he may surprise you eventually.



▲ Chuck Quizzmo is a cheesy dude who pops up randomly throughout the game. He and his glamorous assistant will grill you on Paper Mario trivia questions. Get them right and he'll reward you with star pieces.



▲ Stop off at the Martial Arts Dojo in Toad Town and get stuck into some serious sparring. Aside from brushing up your battle skills you'll also win a coveted martial arts certificate.

Badge bandits

Badges are another vital part of Mario's armoury. The more badge points Mario earns through levelling up, the more badges he can activate at one time.

Use your judgement to decide which badges are worth using your precious badge points on and which are just a waste of space. It's a tricky decision to make as some work well in battle and others increase Mario's stats and help unlock hidden panels. Choose carefully, gamers.



▲ Some badges are found behind bushes, some can be brought in the Toad Town badge shop, whilst others can be obtained by swapping star pieces with Merlow of Shooting Star Summit. Get hunting.



▲ The badge screen lets you organise your badges and decide which ones to activate. Some are only useful in battle whilst others increase Mario's stats or help him to find secret panels. Tricky or what?

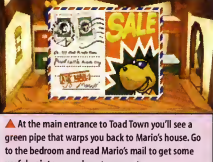
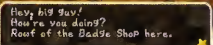


▲ A hammer badge like Power Quake greatly boosts Mario's attack power and can be the difference between success and failure in a tough battle. You'll find it hidden in the Lavalava jungle.

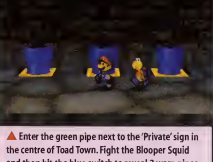
Top tips

Paper Mario is such a huge game that it's easy to miss out on some of the more obscure locations and useful secrets that will make your life much easier.

We're sure that there are loads that we haven't found yet, but here are the best ones we've sniffed out so far.



▲ Enter the green pipe next to the 'Private' sign in the centre of Toad Town. Fight the Blooper Squid and then hit the blue switch to reveal 3 warp pipes to different parts of the map.



▲ Make sure that Peach places any badges she finds in the purple chest in the space castle. Mario can then retrieve them from the identical chest in astrologer Merluvie's house.

SOUNDS From the scary sounds in Boo's Mansion to the tropical salsa beats in Lavalava Land, the music perfectly captures the atmosphere.

Mario lands

Visiting the various worlds in *Paper Mario* is like taking a trip back in time to the different Mario eras. Being such a gaming icon this makes for a lot of different worlds.



▲ Toad Town is the central hub of *Paper Mario*. Mario returns there after each chapter in the game. He's got loads of mates here and a few enemies as well so it's best not to trust everyone.



▲ The Toy Box is a secret location in Toad Town that's revealed to Mazza after a gang of Shy Guys ransack Toad Town. It used to be a cute kingdom full of toys but the Shy Guys have trashed it. Those Guys are nasty little blighters.



▲ Yoshi's Village on the tropical Lavalava Island is the coolest place of all in *Paper Mario*. It's fantastic to see all the cute Yois enjoying themselves in the sun and they always give Mazza a warm welcome.

Peach's adventures

Whilst Mario's going crazy running around trying to rescue Peach and the Star Spirits, the princess is stuck in outer space, held prisoner by that nasty Bowser and evil witch Kammy Koopa.

At the end of each chapter you're usually rewarded by a hilarious interlude in the castle featuring Peach and her idiotic captors. She also meets other evil characters.



▲ Peach meets up with Gourmet Guy in one of the castle rooms. Old greedy guts is starving as usual and asks the princess to get him some grub.



▲ When Peach escapes from her room she has to avoid getting caught.



▲ Peach's cooking efforts in the kitchen are loads of fun, and by the time she finishes the cake you'll be gagging for a Victoria sponge. Mmmm, sponge.



▲ A familiar scene. Peach frequently escapes, and Kammy pulls her grey witchy hair out with frustration. Will the dumb old hag ever learn?

Mazza's mates

There are so many cool characters in *Paper Mario*, all of whom are fine examples of the sort of humour we've grown to know and love in Mario games.

They may only be wafer thin cartoons, but they have more personality than some 3D game characters will ever have.



▲ Chet Rippe is a shady character who lurks around in Toad Town. His name gives you a clue about the value of the stuff he's trying to sell you.



▲ Tayce T is the cook in Toad Town. Mario helps her get her cookbook back from the Shy Guys and she repays him by making this mess.



▲ We love all the Yoshi's but the village leader is best of all. He's forever in Mario's debt when he rescues the village children from the jungle.

◀ Feeling a little stressed by all the intense battles? Check out this relaxed dude in Koopa Village. Just looking at him chillin' in his deckchair makes us want to... zzzzz.

Mario transport

There's a lot of ground for Mario to cover in this game, so he uses some cool transportation to get to the more far flung lands.

Some are easy to use such as the train that goes to the Dry Dry desert. Others, such as the whale, take a little more brainpower to work. But if you want to complete this game, you'll need to use them all.



▲ Certain parts of the Toy Box world are out of bounds until Mario gets this train up and running. You have to get all the stolen goods from the Shy Guys before you can get the train rolling.



▲ Get rid of the Fuzzy that's trapped in the whale's stomach and he'll give Mario a lift on his back when he swims across to Lavalava Island. Don't stand on the blow hole, Mazza!

Get your hands on these

Even the pick ups in Paper Mario are presented with typical Mario humour and bucket loads of imagination.

Some will be familiar to Mazza fans, especially the magic health giving mushrooms. Others are completely wacky and wild and will leave you scratching your head and laughing at the same time.

► There are item shops in every town Mario visits. They're usually quite expensive, though, so save your coins up.

▼ We never tire of watching this Snowman Doll bounce all over the enemy while we listen to his jolly Christmas tune.



The big and the bad

The Paper Mario bosses are particularly awesome, and most of them have really funny things to say.

We love it when Mario smashes them and they get steamed up with rage. Watch out though, 'cause some are tough customers to beat.



▲ The 'Invincible' Tubba Blubba is only invincible when his heart is separated from his body. Battle the heart first and of Tubba will be putty in your hands.



▲ Fight the Shy Squad foot soldiers first before attacking the General's machine with Watt's Electric Moves. Then he'll be toast!



▲ It may look like Bowser, but this boss is actually the Koopa Bros in disguise, trying to con Mario with their crude Bowser model. Slap the fools silly!



► Thunder Rage is an awesome attack that sends a massive thunderbolt down from the heavens to fry the baddies.



▲ The Stone Cap turns Mario to stone and paralyses him. Not sure why you'd want to put it on, though, but it's cool to have a Mario statue in any video game.



GAME LENGTH ▶ Let's hope Peach has plenty of clean undies before Bowser whisked her away. She's going to be stuck in space for some time while you work through the challenging worlds.

Nintendo
OFFICIAL MAGAZINE
GAME SCORE

It looks like a cartoon, but plays like a rock hard RPG. The animation and atmosphere are superb. A sparkling, joyful effort more than worthy of the Mario name.

93%

Mario Kart Super Circuit

September, the end of the summer holidays and the return of Blind Date. Normally it's something to dread. That is unless Mario Kart Super Circuit is on the way.

Game Info

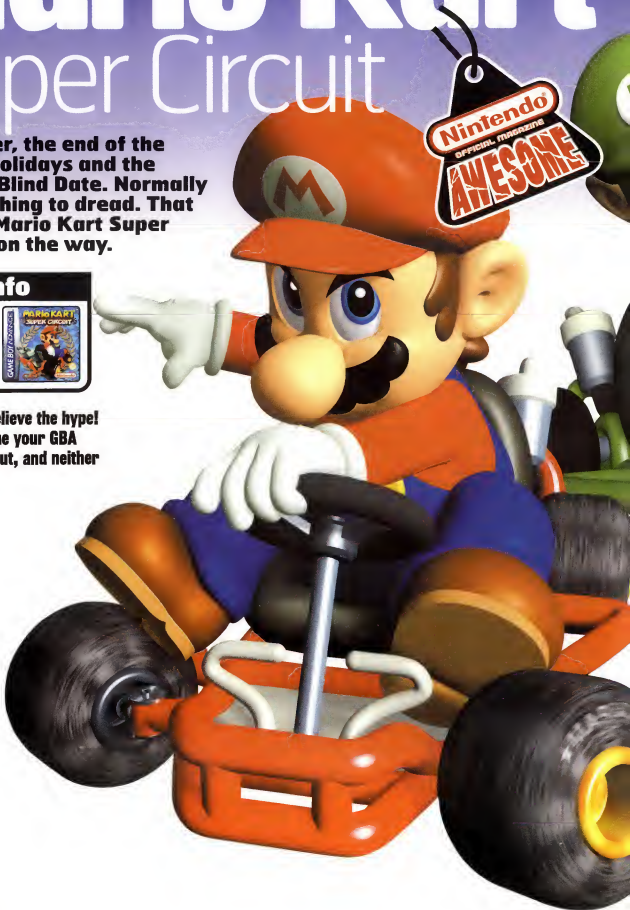
By: Nintendo

Price: £29.99

Release: 14 Sept



WE SAID "Believe the hype! This is one game your GBA can't live without, and neither can you."



LOOKS Better looking than the Super NES version, with improved detail and an extra dollop of speed.



Simply the best

The 14th September is an important date if you're interested in games, having fun and multiplayer gaming.

It's the day Mario Kart Super Circuit goes on sale, and when we can get on with the business of playing a game that's worth buying a Game Boy

Advance for. We've played it to death or at least until our thumbs ached. In fact we've opened up every last track, and can report that as far as bringing the best kart racer to GBA is concerned, it's mission complete. If you don't want to miss out, just make sure you get to the shops early.



▲ All your favourite Nintendo stars are back again in Mario Kart Super Circuit. Time to race your favourite character. Is it Donkey Kong?



▲ Lakitu is back to put you back on the track if you foul up, but seeing what good gamers NOM readers are you won't be seeing him much.



▲ Beautiful graphics and top gameplay go together like Mario and dungsarees. It's the perfect match, and it's in the shops now. Life is sweet!

Sneaky business

What sets Mario Kart games apart from other karting games is the well thought out and downright sneaky design of the items in the game. Get out there and start blasting your friends.



Banana

Probably the most common item. The Banana will cause racers to spin if they drive over it. It can be fired either forwards or backwards.



Boo

This will make you invisible to other racers, and cunningly it'll also steal an item off another racer. The downside is it can happen to you.



Mushroom

The Mushroom will give you a speed boost for a few seconds, and is useful for recovering lost momentum after a spin out or collision.



Green Shell

These shells can be fired in a straight line, either ahead of you, or backwards. Just hold down on the direction pad to fire one off.



Red Shell

This is a homing missile that will home in on whoever is in front of you. If you get three, you can place them behind you to act as a bumper.



Spiked Shell

Possibly the sneakiest and one of the rarest weapons. This shell will zoom its way through the entire race field and target the race leader.



Star

This is the daddy of all weapons, and it's as rare as snow in a desert. For a short time you'll be invincible and faster than all the other racers.



Thunderbolt

A useful weapon that shrinks other racers and slows them down, giving you a chance to catch up and steam right over them to stop them dead.

SOUNDS Lots of crystal clear sound effects and a lush sounding collection of driving tunes. Just plug in your headphones and enjoy!

Under the bonnet

You'll find plenty of gameplay options to whet your appetite in Mario Kart Super Circuit.

There's three single player modes, with Grand Prix challenge, Free Play and Time Trial, making a mountain of motoring to get through before you even think about the multiplayer options. Once you've started racing, you won't be able to stop.



▲ The multiplayer options are almost worth buying your mates GBAs. Almost.

Take your pick

There's eight racers to choose from in Mario Kart Super Circuit, all from the Nintendo hall of fame. They can be split into three categories, so there's bound to be one that suits your driving style...

Lightweight

Players will find Yoshi, Peach and Toad all have great acceleration. But as they're all feather light they can be easily barged about.



Middleweight

Mario and Luigi are both rock steady Eddies. Their even weight and speed make them an ideal choice for racers new to the game.



Heavyweight

Their considerable weight give Bowser, Wario and Donkey Kong a speed advantage. However, it takes them awhile to hit top wack.



Mission control

Mario Kart Super Circuit may look a little like the Super NES version of the game, but with a new control layout, it's a whole new game. Here's a look at the controls.



L
This is the command to unleash one of the many items to be found in the game.



SELECT

Sometimes you'll just have to let off steam. Use this button to sound your horn.



START

As the name suggests this starts the game and it also pauses play once a race is on.



B

This will cancel any selections you've made. It's also the button to slam on the brakes.



A

This is for confirming selections. And during racing, it's for that all important acceleration.



↑
This button makes your kart jump. You can also use it to power slide around bends.

denki BLOCKS!

I can't wait to try some more of Chip's puzzles



They're not so hard, wait until you meet Morton the Dragon!



We're off to Puzzle Island to meet our friends and play Denki Blocks!



Our favourites

There's 20 tracks in the game, spread over five different cups plus a few hidden courses.

Some are reminiscent of the Super NES and N64 versions, while many are completely new. Here's a pick of our favourite raceways.



Mushroom Cup

Track three in the Mushroom Cup is especially hot. It's got some excellent hairpin bends, perfect for power sliding, plus some tricky jumps.



Flower Cup

We love the second track, set on Boo Lake, a very spooky looking course with two high speed jumps, and some very quick sections to burn through.



Thunder Cup

Thunder Cup's track four has brilliant graphics with an awesome sunset, and Shy Guys dressed as Red Indians who stick to your kart if you hit them.



Star Cup

The first Star Cup track is set on icy, frozen wastes. It's got some sneaky alternative routes to help you steal a second or two but can be very slippery!



Special Cup

Rainbow Road is the fourth and last track in the game and is ace fun. All the barriers are jump bars that let you cut corners if you hit them right.

The missing link

Cards on the table time. We absolutely love the Link Up mode.

It's one of life's pleasures to lounge around with a few mates, stick on a few tunes and have a multiplayer sesh.

You can do this with just one copy of the game but you only have limited gameplay options. But if you're lucky enough to have four copies of the game you can have all the tracks and racers at your disposal.



▲ Link up and hurl Shells, Bananas and Thunderbolts at your mates until they admit to your gaming genius. Show them who's boss, you know you want to!

Medal of honour

One of the coolest looking parts of Mario Kart 64 makes a welcome return to Mario Kart Super Circuit.

If you finish in the top three you get to soak up the plaudits on the winners rostrum. It makes all the effort worthwhile. I'd like to thank my Mum and Dad for just being there for me, Nintendo for making the game, my dog Spot...



▲ Now, who's the daddy? Make it to the podium and bask in the glory of victory.

Psst! Did you know...

Word has it there are Super NES tracks hidden in the Game Boy Advance version, but finding them's no drive in the park.

To unlock the secret tracks you have to come first in every race and collect a mind boggling amount of coins. It'll keep you busy though.

► To find the extra top secret tracks, you'll have to race Mario and his chums to the max.



ONE PLAYER → There's no way you'll breeze through this game in one sitting! Opening everything is a real quest.

Karting cubed

At May's E3 gaming exhibition in Los Angeles there was a tantalising glimpse of a new Mario Kart game in the pipeline. Although nothing's been confirmed, the quality of the graphics suggest it has to be for GameCube, and if it's even half as good as the GBA version, it'll rock!

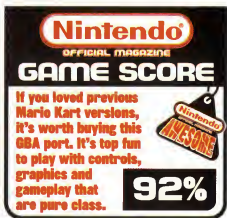


▲ Nothing has been announced, but we're prepared to bet our last penny that a Mario Kart is GameCube bound.



▲ Somebody should tell him that studded wrist bands are very last century. Unless you're a grebbo, that is.

MULTIPLAYER This is where Mario Kart shines to the extreme. The mixture of sublime gameplay and beating your friends is a heady brew and will keep you playing for hours. Brilliant!



Nintendo



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Spider-Man

Mysterio's Menace

Game Info

By: Activision
Price: £34.99
Release: 21 Sept



The mean streets of New York are under attack from Mysterio, this has got to be a job for Spider-Man...

WE SAID "The game oozes quality, with drop dead gorgeous graphics and excellent gameplay."



Have web, can travel

Spider-Man Mysterio's Menace is brought to us by the same team who created the sublime Tony Hawk's for Game Boy Advance.

And just like the skate king's sim, this features roam anywhere gaming environments and the sort of razor sharp controls you could cut yourself on, not to mention sweet graphics.

- The graphics are extremely sharp, and the levels are full of detail. Top marks there then.
- ▼ All the levels are crawling with enemies, some of which are dead tough to beat.



▲ Our masked hero decided to have a look around the cemetery where he found a creepy skeleton beast. Nice.

◄ Didn't you always want the wrist bands that fired web goo? It was always top of our Christmas wish list.

LOOKS Top drawer stuff with a real sense of atmosphere that perfectly captures the world of Spider-Man.

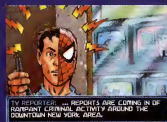
Crime wave

Marvel's web slinger is up against his old foe, Mysterio, who's causing all sorts of trouble as usual.

From masterminding kidnappings to unleashing gangs of gun toting gangsters, he's been a busy criminal.



▲ These downs aren't the type to throw custard pies into your face. They prefer bombs and guns, which just isn't as funny.



▲ It was a normal day for Peter Parker, who was on an errand when he heard about the crime wave hitting New York.



▲ There's a guest appearance from Electro, another one of Spidey's enemies.



SOUNDS This game has a decent soundtrack featuring what can only be described as 'banging tunes'. Marvellous.

Control is everything

What propels this game beyond the ordinary is the variety of Spidey's moves, and the ease with which you can access them.

You're never left with the feeling that you could have reached that ledge or killed that baddie if the controls were a bit sharper. Now all you have to blame are your shoddy gaming skills.

Which gives you the perfect excuse for hours of practice. Now, let's see what he's capable of...



Web swing

Like Tarzan of the urban jungle, our hero can swing with consummate ease, covering huge distances allowing him to avoid the dangers below.



Upper cut

Biff! Pow! Crunch! He's not afraid to get up close and trade a few punches. He's got a mean upper cut that Lennox Lewis would struggle to handle.



Web Shield

Enemies carry guns, and guns hurt. So, to avoid any unwanted buck shot, Spider-Man can unfurl a shield of pure web goo. Handy in the rain, too.



Flying kick

Get Spider-Man moving at pace and you can unleash a well timed high kick that'll floor a rhino. Works particularly well at the end of a somersault.



Web bind

Spider-Man can shoot a stream of web that sticks to an enemy, rendering them immobile, giving him vital seconds to attack the stuck up villain.

GAME LENGTH Not a huge game, and it's a bit easy on Normal setting. Switch to Super Hero and then the fun starts.

A change of clothes

Like any selfrespecting super hero, our webbed wonder isn't limited to just one outfit.

Spider-Man has an entire wardrobe full of different suits, each of which bestow Spidey with special powers, such as being fire resistant, and immune to any sort of damage. Naturally they're not found everywhere, so keep your eyes peeled for something hanging in the darkness.

► Beware, the different suits only work for a limited amount of time, so you have to get a move on when you get one.



City streets

The hunt for Mysterio takes you on a tour of New York's more colourful backstreets.

Forget the glitz of 5th Avenue, this is the darker side of the Big Apple, with gloomy docks and seedy night clubs to trawl around.



SPIDEY: THIS IS IT, HAMMERHEAD! YOU'VE GOT NOWHERE TO GO!

▲ The first boss you'll come across is Hammerhead. Find him to uncover the identity of the mastermind behind New York's crime spree.



DOWN TOWN
STOP THE CRIME WAVE IN
DOWNTOWN MANHATTAN

▲ At the start of the game you can only go to three areas, and once you've finished these you can go on to other places like the chemical plant and museum.



▲ The mirror ball in the night club is particularly fine. It made us want to boogie the night away, until someone shot at us. Dumb dance critics!

Nintendo
OFFICIAL MAGAZINE
GAME SCORE

An awesome recreation of Spider-Man's world that his fans will love. It's also extremely playable and packed with graphics that can only be described as impressive.

90%
NINTENDO
AWESOME

Jurassic Park III

The DNA Factor

Game Info

By: Konami

Price: £34.99

Release: Out now



Riding on the back of the latest dinosaur movie comes this action adventure. Have you got what it takes to be a super scientist, or will you just end up as dino dinner?

Back to nature

A cargo plane crash lands on the paradise island of Isla Sorna, spilling its dinosaur DNA capsules across the treacherous terrain.

You have been called in to rescue the capsules and the missing DNA parts so you can create complete the strands of dino DNA.

Choosing either Mark Hanson or Lori Torres, you have to explore the island and find the bits needed to recreate dinosaurs.

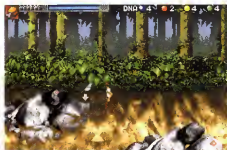
The only problem is that some of the monsters are already running free on the island, and they're not happy about you crashing the party.



▲ Somewhere in the wilderness lies a load of DNA. It's your job to find it before the dinosaurs find you!



▲ You get to choose which brave explorer will have the task of finding the DNA capsules.



▲ It all looks pretty quiet at the minute, but don't be fooled. A dinosaur could attack at any minute.

WE SAID

DNA factor has got the competition running for the hills. This king size dino adventure will be ripping its teeth into the opposition when it gets released.

Unleash the beasts

Once you've collected the DNA capsules and parts, you must then return to the lab to repair the damaged DNA.

This section of the game plays like a colourful version of space invaders where you fire the DNA parts into the incomplete strand.

Small particles float around, obstructing your shots and generally getting in the way, but you can shoot them if you like.

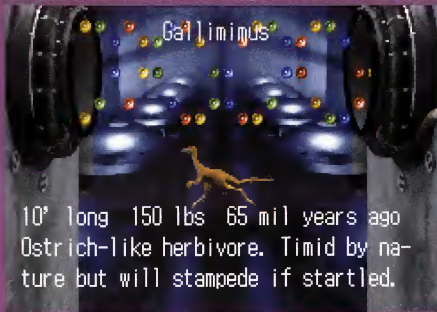
When you complete a DNA strand, you create a new dinosaur which you'll then have to cope with in the next level of the game.



▲ When you've collected the DNA particles and capsules from the island, it's back to the lab.



▲ By firing the particles with the DNA injector, you complete the strand and bring a dinosaur back to life.



10' long 150 lbs 65 mil years ago
Ostrich-like herbivore. Timid by nature but will stampede if startled.

▲ The dinosaurs are nice enough in the lab, but wait until you get outside. Then the real fun starts.

LOOKS There's some good detail here but the dinosaurs don't always show up well against the backgrounds, making your mission a lot harder.

Hunter killer

The first few levels contain pretty harmless herbivores that run over you instead of trying to eat you.

But before too long you'll have to face the velociraptors. They're not as vicious as you'd expect but they still have very sharp teeth.



▲ The gun helps with the more dangerous beasts, but the only threat in this area is Gallimimus, a relatively harmless herbivore. It's easy to jump over them.



▲ This vicious T Rex might pose a bit more of a problem. You'll need plenty of ammo and nerves of steel to see of this king of beasts.



▲ Dinosaurs are also dangerous in the air. These Pteranodons hide out in the treetops and swoop down when you least expect it.

Clever girl!

Weapons are scarce, so you'll have to rely on your stealth to get past the terrible lizards.

Sometimes you can crouch or slide under a dinosaur and let them pass over you. Other times you'll have to be a bit more clever.

You can sometimes lure the dinosaurs, making them follow you and then trapping them, allowing you to escape.

A real downside to the game is when you think you've managed to evade a dinosaur, it miraculously reappears in front of you.

Even for a game about recreating dinosaurs, teploting lizards is a bit farfetched!



◀ You'll have to perfect the slide technique to get past this Brachiosaurus. If you go near those feet, you're toast.



▲ Some of the monsters are just too big to run from. Maybe it's time to sing a lullaby. Or say your prayers.

SOUNDS Plug in your headphones and you'll be treated to some good stereo effects. Although the dinosaur noises get irritating after a while.



▲ By getting these dinosaurs to chase you, you can make them headbutt rocks to clear a path.

GAME LENGTH The bad controls and sloppy collision detection mean this game is hard for all the wrong reasons. If you have the patience of a saint there's a big game here.

Nintendo
OFFICIAL MAGAZINE
GAME SCORE

DNA Factor's awkward controls and questionable collision detection make for a frustrating gaming experience. The graphics are nothing special and the dinosaur noises are instantly annoying.

67%

Game Info

By: **Lego Media**
 Price: **£34.99**
 Release: **21 Sept**



Lego Island 2

The Brickster's Revenge

WE SAID "Retrieve the building plans and help the islanders in this colourful action adventure."

Just when you thought you were safe from the little yellow men, up pops this new Lego Adventure. The Brickster is wreaking havoc on Lego Island and only you can stop him.

Island hopping

The evil Brickster has escaped from jail, demolished many of Lego Island's buildings and stolen the building plans.

Taking control of Pepper, a pizza delivery boy, you must travel across the various Lego Islands, recover the plans and help rebuild the town.

The people of the town are holding on to a lot of the plans, but they won't just give them to you for nothing. They'll ask you to complete tasks and hunt for their lost belongings. When you find their possessions, they'll give you helpful rewards.



▲ Who wants to walk around the island when you can race around on this groovy skateboard. Burn little buddy.



▲ The inventory contains all the wacky items you've collected from your travels.

LOOKS If you're a Lego fanatic there's a whole host of things to please you here. The game is really colourful with loads of detail.

Value for mini

As well as hunting around the island for clues and important artifacts, you'll also have to complete sub games.

Your progress through the game relies on your achievements in these tasks. But don't worry if you fail, you can always try again. The games come in all shapes and sizes, from platform adventure to Defender style shoot 'em ups. There's enough here to keep you quiet for ages.

After you finish the quest and catch the Brickster, you can return to the mini games and replay them as many times as you like.



▲ Choose between the Bulls or the Lions, and throw custard pies at the opposition.



▲ Brickster's bots have overrun the computer system. Whack them before they do some damage.



▲ Help an old lady pick apples so she can make pies. Watch you don't grab the ones with worms.

Helping hands

You're not alone in your quest. Although the islanders aren't too forthcoming with the construction plans, they are quite a helpful bunch.

However, you're main source of info is the Infomaniac, the local boffin who you can contact throughout the game.

If you're ever stuck as to your next move, jump in a phonebox and call him.



▲ The Infomaniac provides you with all the info you need. Bill Ding, the guy in the hard hat, will rebuild Lego Island when you find the plans.



▲ These robots are created by the Brickster. You can get rid of them by flinging pizzas in their faces.

Nintendo
 OFFICIAL MAGAZINE
GAME SCORE

Lego Island 2 is a polished adventure with some high quality touches, especially the great mini games. Although hardcore gamers will find the quest a bit too easy, younger players will have loads to do.

83%

GAME LENGTH This adventure is certainly a big one. Even after you've finished, there are still loads of mini games.

Which spell would you use?



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Banjo Kazooie

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 96%

The lowdown

A breathtaking title that's as much an adventure game as it is a platformer. Control Banjo and Kazooie through beautiful worlds on a mission to find Banjo's sister.

Why it rocks

Incredible controls keep you close to the action, and boy, is there action! Huge bosses, tricky puzzles and massive worlds make this an N64 milestone.

Best bit

The last battle with Gruntilda the witch is a fine example of Rare's amazing originality, with a quiz show determining whether you fight or not. Very high pressure, and you can't phone a friend in this strange game!

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Banjo Tooie

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 97%

The lowdown

It's full of huge worlds that offer a non-stop procession of crazy characters, ferocious bosses, and the type of puzzles that make Rare games such a pleasure.

Why it rocks

You can control both Banjo and Kazooie. This is even better looking than the first game, with bigger worlds and camera angles that work much better.

Best bit

Throughout the adventure are mini games that send the fun-factor soaring, not least Ordinance Challenge, which involves a race against time to defuse a group of troublesome dynamite sticks.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Beetle Adventure Racing

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

A seriously fun racer, with a whole bunch of Beetles racing on brilliant tracks. Add crazy power ups and realistic handling and you're looking at a winner.

Why it rocks

It's the perfect combination of arcade racing and a realistic sim. Testing tracks, crafty shortcuts and well thought out power ups make this hugely enjoyable.

Multiplayer verdict

Only two players can race the circuits, but it's lightning fast. The four player Battle modes are more than a match for the likes of Mario Kart 64. If you're looking for a top quality racer, this is highly recommended.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✓



Conker's Bad Fur Day

■ PRICE £59.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

BFD follows Conker's adventures over an incredible action packed day. It's the naughtiest, lewdest and downright funniest game we've ever seen on the N64.

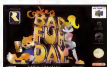
Why it rocks

It's not all toilet gags! Conker's BFD is also a brilliantly designed adventure/platformer that magnificently apes films like Saving Private Ryan and Aliens.

Best bit

The scene that imitates The Matrix is gaming gold. In the film, a bank's lobby is raised to the ground by Neo and Trinity. Conker's BFD features slow motion bullets and the same mix of kung-fu acrobatics.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✓



Diddy Kong Racing

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Unbelievably cute and supremely playable. The one player game is wicked fun, while the multiplayer game is only just beaten by the fantastic Mario Kart 64.

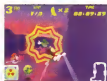
Why it rocks

It rewrites the kart racing rulebook with the introduction of planes and hovercrafts. The one player mode is guaranteed to keep you racing 'til dawn.

Multiplayer verdict

Okay, so it may not be quite as good as Mario Kart 64, but it's still a big bundle of fun. Fast racing with awesome controls, and the graphics look amazing even with four people on screen at the same time.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Donald Duck Quack Attack

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

Donald comes to life in a title that manages to catch all the magic of a Disney cartoon. You're against the clock, making it a high pressure platform pleasure.

Why it rocks

The ace control system means zero frustration and maximum fun as you romp through levels full of original design, offering both 3D and 2D gameplay.

Best bit

Finding Merlock and freeing Dabby is just rewards for this tough platformer. Merlock's no pushover and you'll have to work hard to beat him, but you'll be having so much fun you won't mind one bit!

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Donkey Kong 64

■ PRICE £59.99 ■ PLAYERS 1-4

EXPANSION PAK	✗	✗	✓
EXPANSION PAK		MEMORY PAK	RUMBLE PAK



The lowdown

Another slice of Rare magic as DK finally gets an N64 game worthy of his name. The evil King K. Rool is up to no good, and it's down to the Kong clan to stop him.

Why it rocks

This massive title is packed full of well thought out mini games. It's also one of the toughest platformers on the block, and it's got the original DK in it!

Best bit

The final battle with the evil King K. Rool is pure magic. It's a boxing match that'll have you on the edge of your seat as you duck and dive your way to victory. Nothing can beat the joy of completing this huge game.

GAME SCORE 96%



CONTROL PADS

Official N64 Controller

■ Nintendo
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It may be the most expensive controller on the market, but it's the best by a mile. The 3D Stick and buttons won't get stuck, making this the best money can buy.



6T4 Controller

■ Logic 3
■ £17.99

A cool looking controller that plays almost as good as it looks. Exceptional 3D Stick and a design that fits perfectly into your hand. And it's easy on the eye, too.



Duke Nukem Zero Hour

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Mr Gung Ho returns in a high octane adventure. Duke travels through time to stop aliens taking over Earth, from Victorian England to the Wild West.

Why it rocks

There are not many third person shooters on N64. Luckily, this is a class example of gun fun. It's got the weapons, the baddies, the attitude and the cool hero.

Best bit

Duke's got some cracking one liners that give you light relief from the tense action and are bound to make you chuckle. You'll love knocking off tough bosses and then saying, 'Come on, bleed for me, Classict'.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



F1 World Grand Prix II

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

All the thrills and spills from the breakneck world of F1 racing. Every superstar from the starting grid is included, as are their cars and the tracks from the F1 circuit.

Why it rocks

This game looks the business, with spot on trackside detail and cars that not only look great, but handle like a dream. Challenges galore for the racing nut.

Multiplayer verdict

There's no four player, but F1 World Grand Prix II more than makes up for this with a nippy two player. The only downside to the multiplayer is that there are no other cars on the track, which is a shame.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



ECW Hardcore Revolution

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Hardcore wrestling from a league that's bloodier and more violent than WWE. Tons of options, from the long haul of Career mode to the cheap thrills of Exhibition.

Why it rocks

If you love wrestling, you'll go mental for the no holds barred nature of ECW. It pushes the limit with elements like barbed wire ropes and studded baseball bats.

Multiplayer verdict

This game really comes into its own when you start scrapping it out with your mates. The multiplayer controls feel ace, while the wrestlers move very convincingly. And it's pretty damn violent, too. Top stuff!

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Excitebike 64

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

the lowdown

Arcade style motorbike racer with the emphasis on fun and speed. There are indoor, stunt and cross country tracks, with tons of riders to choose from.

Why it rocks

The makers have spent ages ensuring the controls are second to none, while the tracks are all brilliantly designed. The Track Editor is the icing on the cake.

Multiplayer verdict

With hardly any slow down, Excitebike 64 is an awesome four player mash up. You'll feel every bump and groove. It's great if you like to race a little dirty, as trying to knock your opponents off is a laugh riot.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



F1 Racing Championship

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

The follow up to Monaco GP and a great improvement. It is too, with all the races from the 1989 season. A great tuning option makes this the game for F1 nuts.

Why it rocks

It's a fast game with very realistic handling, so don't expect an arcade style driving experience. There are plenty of options to keep you glued to the N64.

Multiplayer verdict

Unfortunately there are only two cars on the track in the two player mode, but it's very fast, with a choice of either a horizontal or vertical split screen. Bash up your motor and you'll be amazed by the realistic damage.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



F-Zero X

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

It's the 26th century and F1 racing is long gone. The number one thrill is in caning zero gravity wecs around super fast tracks at a blinding speed.

Why it rocks

It's an amazingly fast racer, with up to 30 ships found blasting round the tracks. There are also some sneaky ways to smack your opponents off the track.

Multiplayer verdict

Any faster and it would have to carry a government health warning! Once you start playing this with your mates you just won't want to stop. Flying through millions of tracks in your zero friction ship is great fun.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Manta Ray

■ Nu Gen
■ £19.99

Another funky looking controller that's almost as good as Nintendo's official JoyPad. It's also got an Auto Fire and Slow Motion button, perfect for sharp shooters.



Hyper Pad Plus

■ Blaze
■ £14.99

You can adjust the handles on this one, so it's great for all hand sizes. Lots of little extra touches like Turbo Fire and Slow Motion, but we've found the buttons a bit sticky.



G64 Controller

■ Gamester
■ £14.99

This fab looking controller comes in grey, black or clear, but unfortunately doesn't play quite as good as it looks. But it's a reasonable controller for your cash.



Goldeneye 007

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

To many it's the finest first person shooter of all time, offering as it does finely tuned single player missions and some pretty intense multiplayer thrills.

Why it rocks

The single player will have you believing that you are James Bond, armed with all the gadgets and weapons you'd expect from the world's coolest spy.

Multiplayer verdict

Goldeneye is a complete Nintendo classic from start to finish. It's untouchable in four player mode, with gameplay and graphics that'll have you reaching for the replay button again and again.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

X
X
✓



ISS 98

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

It may lack the names of any real footballers, but it has gameplay of unbelievable quality and super realistic graphics. Tons of different ways to play, too.

Why it rocks

It's the game of choice in N64 Towers. No other footy title has gameplay as hot as this. Nothing beats a well placed through ball or perfectly timed tackle.

Multiplayer verdict

ISS 98 is easily the king of multiplayer footy fun with action that'll live in your memory longer than any game featured on Respects of the Day. Every self respecting football fan should play this game.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

✓
✓
✓



International Track & Field

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

The ultimate multiplayer game featuring surprise, surprise, track and field events! A mix of button bashes like the 100m sprint and timing events like the vault.

Why it rocks

There are loads of different playing experiences so you won't ever get bored. And there's something very addictive about chasing a world record.

Multiplayer verdict

International Track & Field is the perfect way of settling old scores and starting new rivalries. And because there's a combination of speed and timing events, there's bound to be at least one you're better at than your mates.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

✓
✓
✓



Jet Force Gemini

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

It's up to the JFG team to defeat Mizar and his ant army in a massive action adventure. It's got some red hot gun running set over a whopping 150 levels.

Why it rocks

The action never slacks off, with some incredible worlds to explore and tough puzzles to solve. And there are three super cool characters to control.

Multiplayer verdict

Not quite as good as it was from the same stable as Goldeneye 007. Despite this, it's still good fun, with a couple of quirky multiplayer modes thrown in for good measure.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

✓
✓
✓



Lylat Wars

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Fox McCloud boldly goes into space in this sequel to Starfox on the Super NES. Ace space blaster with top crafts, weapons and tons of stuff to blow up.

Why it rocks

Fox's Arwing is as cool as ever and, with the crazy power ups, there's some of the bosses have to be had some of the bosses have to be seen to be believed.

Multiplayer verdict

Not that many different options to choose from, but the Battle mode will leave a very broad smile on your face. The aim is simple - blow your opponents out of the sky, before they do it to you. Super cool!

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

X
X
✓



Mario Golf

■ PRICE £39.99 ■ PLAYERS 1-4

X
EXPANSION PAK

X
MEMORY PAK

✓
RUMBLE PAK

The lowdown

All your Nintendo faves pick up their clubs and produce the most playable golf sim ever. There's plenty of wacky ways to play, and some very neat touches.

Why it rocks

This game is full of secret courses and characters so you'll play it over again. Gameplay is easy to get into but mastering it takes ages, especially on the greens.

Multiplayer verdict

It may not be as hectic as the deathmatches of Goldeneye 007, or as exciting as ISS 98 footy tests, but this game has a gold plated multiplayer pedigree with masses of modes for you to sink your teeth into.

GAME SCORE

90%



Mario Kart 64

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

After all these years, we're still playing Mario Kart 64 every day in the N64 offices. We play this game as much as Goldeneye 007 and the original ISS.

Why it rocks

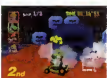
The controls are simple, the courses are varied and the characters are awesome. Mario Kart 64 has everything you need for a fun night in, and then some!

Multiplayer verdict

It's still the finest multiplayer racing game on the N64. You won't be able to stop laughing as you unleash a devastating blue shell against the leader. With this little beauty, you just can't miss your hapless target!

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

X
X
X



RUMBLE PAKS

Rumble Pak
■ Nintendo
■ £14.99

All the quality you would expect from the clever clogs at Nintendo. Its rumble effect is also the best to be found, with deep and lively vibrations. It's the best pak around by far and will make any game go with a bang! Explosive good fun.



Rechargeable Jolt Pak
■ Joytech
■ £14.99

You won't ever get annoyed because you've run out of batteries, 'cos this rumble pak is rechargeable. A very good rumble effect and a decent price make this a great choice.



Mario Tennis

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown
Is there nothing this plumber can't turn his hand to? As you'd expect, it's a slightly quirky tennis game, with some ace playing modes and brilliant gameplay.

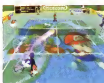
Why it rocks

It's the little touches like the tennis court suspended by chains that mark this game out as something different. Like all Mario games, it's pretty addictive.

Multiplayer verdict

Mario Tennis is wicked fun in two player mode and the four player option is simply a hoot. Although it may be dead easy to pick up and play, the game's got enough depth to make it perfect for playing with your mates.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✓



NFL Quarterback Club 99

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

The finest American footy game on N64 with more options than you can shake a stick at. We reckon the road to the Superbowl has never looked better.

Why it rocks

This game looks the bee's knees. Everything's so detailed and crisp, even down to the ace touchdown celebrations. If you love gridiron, you'll die for this.

Multiplayer verdict

If you don't know dinky about American footy, you'll be forgiven if you get a little confused with this game. But if you're a fan, you're in for a multiplayer treat, with awesome plays and incredible looking graphics.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Mario Party 2

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown
It's the ultimate party game! The aim is simple, hook up with three mates and work your way round far out boards whilst taking part in some crazy mini games.

Why it rocks

It's the variety and originality of the mini games that keep people playing, as well as the brilliantly designed boards. Makes Monopoly seem like a wet Sunday afternoon.

Multiplayer verdict

Hours just melt away as you play through the five boards and 64 mini games, constantly trying to keep one step ahead of your mates. A great improvement on the first game and one the whole family can enjoy.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Operation Winback

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Prepare for an explosive mission as super agent Jean Luc Cougar. You'll be against the clock to stop a villain using a terrible weapon. Part sneak, part blast, total fun.

Why it rocks

The missions are varied. Some require you to sneak about, while others involve firing off a lot of lead. The controls are tricky, but otherwise it's top class fun.

Multiplayer verdict

Operation Winback's not a Bond buster by any means, but nevertheless it's good fun for a while. You'll probably find it a bit basic, with the dice controls and tricky camera angles really spoiling the fun. Shame.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✓



Mickey's Speedway USA

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown
The young pretender to the karting crown, starting a certain Mickey Mouse. A cartoon tour around the good 'ol US of A chasing the nasty Weasels.

Why it rocks

Rare has done it again! Pure eye candy with killer gameplay! The one player starts off easy but you'll soon progress to some of the hardest courses ever seen.

Multiplayer verdict

The Battle mode is wicked fun with some cunning power ups and well designed arenas, while the four player race mode is easily as good as Diddy Kong Racing. Pick your favourite Disney character and you're away.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Perfect Dark

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 97%

The lowdown

Rare's follow up to Goldeneye 007, starring Joanna Dark. Tough missions, bad ass weapons and gadgets that put Bond to shame, plus plenty of hidden extras.

Why it rocks

It looks better than Goldeneye 007, with a story that's just as compelling and missions that'll leave you speechless. This is one game that lives up to the hype.

Multiplayer verdict

Think Goldeneye 007 but better. It features some of the arenas seen in the Bond game and adds a whole load of new and exciting ones. Plus you can unlock more by playing different single player missions. Stirring stuff.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Mortal Kombat 4

■ PRICE £39.99 ■ PLAYERS 1-15 ■ GAME SCORE 90%

The lowdown
It's a real fight fest, something that's quite rare on the N64. Luckily this Mortal Kombat game is an excellent brawl even if it does lack a tad dated.

Why it rocks

Unlike many beat 'em ups, the one player quest is a tough challenge, even for the best. Deadly weapons, fast and furious moves and tons of the red stuff.

Multiplayer verdict

There may have been some real stinkers in the Mortal Kombat series but this edition has multiplayer class written all over it. It's very hard and violent, just what you want when you're beating your mates to a pulp.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✓



Pokémon Puzzle League

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

Pokémon meets Tetris Attack, and puzzle fans should rejoice. Connect horizontal or vertical blocks either on your own, or with a pal, in 2D or 3D levels.

Why it rocks

Dead simple to pick up and play, and it's a treat to look at too. Heaps of options and awesome gameplay will have you block building for ages!

Multiplayer verdict

In one player mode it's brilliant fun, but it's the multiplayer that will really get you going. Play your mate and the game becomes a high pressure cocktail of sweetly palmed excitement and brain melting strategy.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✗



G64 Tremor & Memory Pak

■ Gamester
■ £14.99

It may be a bit on the pricey side but don't be fooled into thinking it's not good value for money. Why? 'Cos it's also got a built in memory card and it doesn't need batteries, making it a great all in one.



Shockwave

■ Datel
■ £24.99

It's a very good quality rumble pak, with a very deep and responsive rumble effect that really brings games to life. There's but one problem. Just look at the price! You'll need a mortgage to get one of these. Go for Nintendo's instead.



Jolt Pack

■ Blaze
■ £6.99

An incredibly cheap rumble pak at only £6.99. It's okay, although the rumble can be a bit weedy. It also needs batteries to make it work so it's a bit more expensive than you might first think. A decent budget choice, though.



What we're playing

This month, we can't put down...

Perfect Dark

It's been a while since I spent time with Miss Joanno, but crouching this game into life makes me see the error of my ways. It rocks. **MARK**



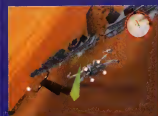
Mortal Kombat 4

When only the goriest game will do, there's no substitute for this violent fight fest. My favourite character is Sub Zero. He's just so cool. **RICH**



Rogue Squadron

Star Wars Episode II will be out before we know it so I thought I'd get reacquainted with the ways of the Force. Flying that X-Wing makes me glad to be alive. **TIM**



Pokémon Stadium

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

It's the game that lets you battle your hand reared GB critters in glorious 3D. Hoaps of playing modes from cups to mini games. Looks very cool indeed.

Why it rocks

It's one thing seeing your beasts on a tiny Game Boy screen and another seeing them up close and personal. The attacks look absolutely out of this world!

Best bit

If Pokémon rules your world then this is an essential purchase. The Transfer Pak is a gaming revolution and another example of Nintendo investing in super quality, not quantity. And it's great battling your mates in 3D.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Premier Manager 64

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Prove your worth as a football manager. It may seem a little dated, but the game's still totally addictive to anyone who thinks they could do the England job.

Why it rocks

Plotting your team's steady rise through the leagues is satisfying, and you'll be over the moon if you beat Man United. Add tactics and transfers and it's game on.

Best bit

Well, you're not buying it for the arcade thrill, and, with games that can literally go on for months on end, this is really only for the hardcore. It's a great way of passing time though, but only if you're winning.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Quake II

■ PRICE £44.99 ■ PLAYERS 1-2 ■ GAME SCORE 91%

The lowdown

A non stop frag fest featuring a cool line in deadly aliens and massive weapons. Tons of levels and some very jump moments put this right up with the best.

Why it rocks

Graphically this is a triumph, with all the tension you'd expect in a Quake game. Loads of mad weapons and enough options to make the game right for you.

Multplayer verdict

Very fast and smooth, which is just what you want from a first person shooter. There's a great variety to the multiplayer levels and, with weapons as insane as these, you know you and your mates are in for some fun.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Rayman 2

■ PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 91%

The lowdown

Rescue Rayman's friends who have been kidnapped by some nasty space pirates. One of the best looking and most playable platformers for N64.

Why it rocks

It's not just a pretty face! There's some white hot gameplay with tricky puzzles, hard bosses and amazing secret levels to find. You'll be playing it for years!

Best bit

It's very hard to pick just one part of Rayman 2 that stands out, as there are so many magical moments to choose from. But we'd say that finally fanny Captain Razorbeard is a bit nervy, but very exciting.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



MEMORY PAKS

NOM TESTED

Nintendo Controller Pak 256k

■ Nintendo
■ £14.99
Not cheap but this memory card will never let you down, and they last for ages. Ours has been going for years making it a sure bet to store all your high scores.



8 Meg Memory

■ Blaze
■ £14.99
A massive amount of saving space for your cash. This is capable of holding all your high scores, save points and game info. Our extensive tests show it to be very reliable, too, with no lost data up to now.



Resident Evil 2

PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 94%

The lowdown

You've got to destroy a mysterious virus, fight off hordes of hungry mutants and solve some tricky puzzles, all under intense pressure. Extreme!

Why it rocks

You never quite know what lurks behind each corner, making Resident Evil 2 a jump scare/fest quite unlike anything else on N64. You're looking at a classic.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

Best bit

For amazing graphics and sheer jump out of your seat thrills, this game just can't be beaten. The scariest part is when a flock of crows breaks through a window as you pass by. We jumped, and you'll jump too, guaranteed.

Ridge Racer 64

PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

The legendary Ridge Racer series finally touches down on N64, and it's a powerhouse of outrageous handling, mind bending courses and arcade driving mayhem.

Why it rocks

Not only does the game look amazing but it plays like a dream, with a choice of three power slide settings and some meaty cars to throw around.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

Multiplayer verdict

Ridge Racer 64 is as fast as lightning in two player mode, but things get a bit murky and slow when there are three or four of you playing. Trackside detail tends to suffer, too. It's a shame 'tis could have been better.

Rocket Robot on Wheels

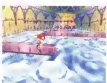
PRICE £39.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

A very different platformer starring a robot without arms or legs. Control Rocket on a last ditch effort to reopen Whoopie World, a huge amusement park.

Why it rocks

Little Rocket handles brilliantly and the levels are all designed with great imagination. Full of originality and wicked challenges. A first rate platformer.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

Best bit

The game's packed with cool touches, but the last level, Mine Blowing, stands out. It's as tough a stage as you'll find in an N64 game. Completing it'll make you feel like a gaming god when you reopen the park.

Shadow Man

PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 93%

the lowdown

In this disturbing spookathon, you play Mike LeFeb, aka Shadow Man, the only guy who can stop Jack the Ripper and Legion from destroying the world.

Why it rocks

It takes a while to get going but, once you're gripped, you'll find it a compelling playing experience. The pivot twists and turns, giving you one fright after another.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

Best bit

For sheer brown trouser scares the New York Mansion level is right up there, especially when you come across the fearsome Nail Gun Killer. A nice relaxing game you can play with your Mum and Dad it ain't!

South Park

PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

The filthiest, crudest and rudest kids on TV make it onto the N64 in this hilarious and very playable shoot 'em up. Blast away at hordes of mutant turkeys.

Why it rocks

It's exactly like the cartoon series, with all the wit and off the wall attitude of the South Park crew. It's also a very big game, and a challenging one at that.

Multiplayer verdict

The multiplayer mode is first class, with loads of different playing options and some slick gameplay. Plus you can choose from nearly all the characters from the TV series. And that can't be bad, can it?

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

South Park Rally

PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

It's a kart racing game that rewrites the rule book by not having a set route or a chequered flag. You win by completing certain tasks.

Why it rocks

It doesn't even try to be a Mario Kart 64 or Diddy Kong Racing clone. Looks very different, with all of South Park's distinctive humour and top graphics.

Multiplayer verdict

Really comes into its own when you're playing with your mates. Canking fun with bad language and top multiplayer karting action. It's very fast and has blinding handling. We recommend you buy this.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

Rogue Squadron

PRICE £44.99 ■ PLAYERS 1

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

X

✓

The lowdown

It's the Star Wars game everyone wanted to be, and it is! Control cool vehicles, from X-Wings to A-wings, in action packed missions.

Why it rocks

From the famous scrolling story at the start to the booming Star Wars music, this game is the real deal and as close to the films as a video game could get.

Best bit

As your spacecraft swoops down over Tatooine, you'll notice Luke Skywalker's house and Jabba's Palace, and from that moment on you'll know that this is going to be one wicked game.

GAME SCORE 90%



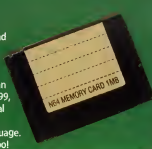
Memory Card

1 meg

Logic 3

£5.99

Very cheap and surprisingly reliable. You can also get a 256k pak for an incredible £2.99, which is a total bargain in anyone's language. Works okay, too!



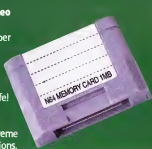
N64 Memory Cards

1 meg

Spectra Video

£12.99

There are cheaper memory cards out there, but this will definitely keep all your stuff safe! Can become unreliable if exposed to extreme weather conditions.



1 meg Memory Card

Joytech

£9.99

It's red and it saves your game data. It's a generally reliable memory card, and we think a tenner is a decent price for a meg's worth of data storage. A very wise choice for gamers in the know.



Star Wars Episode 1 Racer

■ PRICE £49.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

They've made an entire game based on the awesome pod racing scene in The Phantom Menace. Super fast racers and loads of futuristic courses.

Why it rocks

Like Rogue Squadron, Episode One Racer really manages to capture the spirit of the Star Wars films, as well as delivering an adrenaline charged experience.

Multiplayer verdict

There's only a two player mode, but because of that it's whippet quick. The futuristic space pods you get to choose from look ace, and the multiplayer courses are as good as the one player mode. Plays just like the Star Wars film.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Super Mario 64

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 92%

The lowdown

Super Mario 64 changed the way we thought about platformers when it first came out, and it still rocks even now. As ever, it's Mario against the wicked Bowser.

Why it rocks

It takes all the character and charm of earlier Mario games and injects them with some 3D platform fun. Amazing mini games, secret areas and puzzles.

Best bit

Turning on the machine and seeing Mario's world in 3D for the first time is an unforgettable feeling, especially when you're walking around Peach's castle. It looks so real you feel that you're actually inside the game.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Super Smash Bros.

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

The Nintendo all stars forget their cutesy image for a moment and start bashing each other to a pulp. One of the most playable beat 'em ups ever seen on N64.

Why it rocks

Aside from fighting all your favourite characters, the speed of the game is electric. There are loads of wild fighting moves and ace interactive arenas.

Multiplayer verdict

Without a doubt, this is the best beat 'em up you can buy for Nintendo 64. You can choose from all your Nintendo faves! It's great to duke it out with Mario and beat up little Pitakachu. He deserves the punishment!

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



1080° Snowboarding

■ PRICE £29.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

It's a snowboarding game, and a rockin' one at that. Combines jaw dropping graphics with ice cool gameplay. And with plenty of options, it's a quality title.

Why it rocks

The grinding soundtrack fits the action perfectly and, unlike other snowboarding games, you actually feel as if you're in full control of your board.

Multiplayer verdict

Okay, so there might not be a four player mode to thrash out with your mates, but there is a very fast two player. It's a wicked laugh and makes a welcome change to car or kart racing. Try it if you fancy a change!

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Tarzan

■ PRICE £39.99 ■ PLAYERS 1



The lowdown

Fab Disney tie in that's an action packed side scrolling treat of a platformer. Play as young and adult Tarzan, as you save the jungle from Clayton the hunter.

Why it rocks

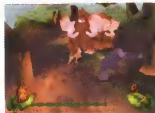
It's a fantastic looking game, and the side scrolling levels are a welcome change to the wide open spaces of 3D platformers. It's easy to control Tarzan, too.

Best bit

Being chased by the rampaging herd of elephants is great fun, although keeping one step ahead of them is easier said than done. And when you get the hang of swinging from tree to tree it's just so cool.

GAME SCORE

90%



Tony Hawk's Skateboarding

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

It's skateboarding and it's mental! Pull off tricks on a variety of levels, from shopping centres to school yards. Tons of tricks to learn, tons of fun.

Why it rocks

Without stop on controls this game could have been dire, but luckily it plays like a dream with intuitive controls that keep you close to the action.

Multiplayer verdict

Tony Hawk's Skateboarding has some really original multiplayer options, like the Graffiti mode, where objects are sprayed with your colour if you do a trick on them. Hard to find, so try second hand stores.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Turok 2

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

Yet more dino crouch'n' mayhem, with some of the goriest and scariest fragging to be found on N64. Some of the monsters you'll encounter are simply staggering.

Why it rocks

It's a huge game, make no mistake, and there's seldom a moments break from the monsters' attacks, leaving you twitching away like a mad man.

Multiplayer verdict

At the time of release, Turok 2 Seeds of Evil was considered amongst the best multiplayer games the N64 had to offer. Now it looks a wee bit dated, so you might prefer to go for Perfect Dark or Goldeneye 007.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



STEERING



Top Drive Plus

■ Logic 3 ■ £59.99

This wheel offers excellent handling, and it's got an awesome built in rumble effect. All the buttons are easy to reach and the whole thing feels very sturdy.



Formula Race Pro

■ Thrustmaster ■ £49.99

This wheel will fit on your lap and it won't fall off. The pedals feel particularly good, while the handling is spot on. A good all round wheel.

Turok Rage Wars

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

It's a Turok game especially designed for multiplayer frugging. Packed with amazing arenas, sick ass weapons and really gnarly looking baddies.

Why it rocks

The game is designed for playing with your mates so, unlike in some of our first person shooters, Turok Rage Wars is smooth and slick in four player mode.

Multiplayer verdict

To die for! There are some brilliant ideas, like choosing a series of arenas, so as soon as one battle finishes you're transported to the next. Easy to control and packed with monsters that make you poo your pants.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



TWINE

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Based on the Bond film of the same name, this is a first person shooter that plays and looks very much like Goldeneye 007, even though it's not made by Rare.

Why it rocks

TWINE is an amazing playing experience with gorgeous locations, superb animations and some of the best missions you'll ever see in a shoot 'em up.

Multiplayer verdict

Okay, so TWINE's not quite a Joanna Dark beater, but it's still able to hold its head up high. The downsides are that it doesn't have as many playing options, the visuals are a little basic and it can feel quite slow.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



WWF Attitude

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

It's a jam packed grapple fest that perfectly captures the world of WWF wrestling. Tons of options, mountains of wrestlers and multiplayer fun guaranteed!

Why it rocks

Although WWF No Mercy may look better, WWF Attitude is still a very capable wrestling sim. Its Create a Wrestler mode is strong, as is the grapple gameplay.

Multiplayer verdict

WWF Attitude is a red hot wrestling sim, with a mountain of different moves to use and wrestler animations that are smooth and fluid. Almost as good as WWF No Mercy. Pin, punt and tie your opponent.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



WWF No Mercy

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 96%

the lowdown

It's WWF, so you just know it's full of supersuits, all bearing an incredible likeness to the real thing. In fact, the game does its best to mirror the real deal.

Why it rocks

With even more characters to control, it's the best wrestling game by a long chalk. Great to look at and the different options add loads of latability.

Multiplayer verdict

Tons of new options will keep you and your pals going back for more. With the addition of Ladder Matches and the hilarious Guest Referee mode WWF No Mercy really delivers the best multiplayer playing experience.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Who's who?

There have been many great gaming partnerships over the last few years, but one duo stands above them all. Let's take a closer look at Banjo and Kazboie...



The famous bear and bird. It seems like they've been around for ages.

The original Nintendo 64 title was only released in 1998, but the games are packed with so much quality, they have become immortal in the annals of Nintendo gaming history.

Who created this unstoppable tag team?

They are the creation of those clever folk at Rare. The Warwickshire based developers have also been responsible for classics like Canker's Bad Fur Day and Perfect Dark.

Any more Nintendo 64 outings planned?

Not as far as we know. The crazy pair will be making an appearance on the Game Boy Advance in a brand new title, Grunty's Revenge.

Is that old witch still not dead?

Well the game picks up the story at the end of Banjo Kazooie, imagining what could have happened if Grunty's rescue had been left in the hands of Klunga and not the evil sisters. Look out for a 2002 release.



Shock 2

■ Guillemot ■ £39.99

A classy looking wheel, with very responsive handling. The pedals are okay, though not as good as the Formula Race Pro. But it's a great price.



V3 FX Racing Wheel

■ Interact ■ £59.99

It's a top wheel although it's not as widely available as we'd like. But if you do find it you'll be impressed with its rumble effect and precise controls.



Race 64 Compact

■ Guillemot ■ £49.99

It's got Formula One style gear changing paddles, so you don't need pedals. It also clamps to a table so it's dead stable as you bomb round corners.

Zelda Majora's Mask

■ PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 96%

The lowdown

More time travelling fun and games with Link, and again it's equal parts exploring, solving puzzles, meeting people and fighting. Learn new songs, too.

Why it rocks

Many thought this game would not be able to touch Ocarina of Time, but it silenced its critics with an adventure as engaging and compelling as before.

Best bit

Trying out the Deku Scrub Mask is a great moment, as is stopping the moon crashing down. With so many new Masks to try on and songs to learn it's hard to find just one best bit but beating Gyorg felt good.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Ocarina of Time

■ PRICE £49.99 ■ PLAYERS 1



The lowdown

Link starts in an adventuring RPG, set in the mythical land of Hyrule. The aim of his quest is to defeat Ganondorf and save the lovely Princess Zelda.

Why it rocks

Ocarina of Time is considered by many to be the greatest video game ever and, with a story that sucks you in and combat so engaging, it's hard to disagree.

Best bit

Completing this adventure is an impressive feat, but for sheer spine tingling greatness it has to be the moment you time travel for the first time and see Link as an adult. It's just like a fairy tale!

GAME SCORE 97%



Mario Kart Super Circuit is out on 14 September, so get down to your local games store and order your copy now.

Awesome Advance

A closer look at the awesome games arriving on the smaller screen.

■ PRICE £34.99 ■ PLAYERS 1-4



The lowdown

Take control of super fast zero gravity spaceships and hurt yourself around futuristic courses. This game has as much speed as anyone could ask for.

Why it rocks

It's super fast and extremely playable. There are loads of options and difficulty levels meaning a long life. Once this cart gets slotted into your GBA, you won't take it out for a long time.

Multiplayer verdict

It's good in one player mode, but adding more players up the tension and excitement no end. It's become a firm multiplayer favourite in the NOM office.

GAME SCORE 91%



Sales chart

Top 10

- 1 Conker's Bad Fur Day
- 2 Banjo Toxie
- 3 Smash Bros.
- 4 WWF No mercy
- 5 TWINE
- 6 Mario Tennis
- 7 Battle for Naboo
- 8 S.C.A.R.S.
- 9 WCW Vs NWO
- 10 Pokémon Stadium



▲ Conker's at the top of the chart and he's not letting go. You just can't get enough of Conker and his foul mouthed chums.



▲ This is one of the best N64 titles around, and it's still



▲ It's been pinned, but WWF No Mercy just refuses to



▲ A re-entry for this classic Ninjabattler 'em up. Let battle



▲ One place up the charts this month. It's the return of

Official Tips

✔ We promise that every single tip and cheat has been tested by our team of Nintendo experts. They will only tell you tips, hints and cheats that they know really work and that's guaranteed.

Hints, Tips and Cheats

Banjo Toole p52
Conker's Bad Fur Day p51
Legend of Zelda
Majora's Mask p53
Pokémon Snap p52

Rayman Advance p50
Super Smash Bros. p52
Tony Hawk's
Pro Skater 2 p51
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Your Tips

Ask us any Nintendo question... or tell us the answer for top prizes! p54

Mario Kart

An in depth guide to this awesome game. Don't go racing without it p58

Your Scores

Are you a gaming god? Turn the pages and find out p56

Rayman Advance

First ever tips!

Rayman Advance has been selling like hot bakery produce since its release in June.

It's a brilliant game, and not an easy one at that. It can be just plain tough, ask anyone who's played the Gong Heights level. Luckily, we've hunted down some cheat codes that will help you in your quest.



▲ Each level only has a set number of continues, and once they've gone it's game over. If it looks like you're about to lose the last of your life points, pause the game and enter the code [X][Y][Z][A][B].



▲ Some of the jumps needed to complete the game are just evil. Sweaty palms are definitely on the menu. You can tone down the stress with this invincibility code. Pause the game and enter [X][Y][Z][A][B].



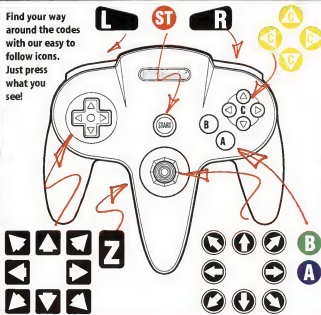
▲ Take a chill pill and mess up at leisure. With a whopping 99 lives it won't matter if you keep losing. All you need to do is pause the game and enter [X][Y][Z][A][B].



▲ At the start of the game all Rayman can do is blow raspberries at enemies, which is about as effective as a chocolate fire guard. To equip Rayman with every power found in the game, press the pause button and enter [X][Y][Z][A][B].

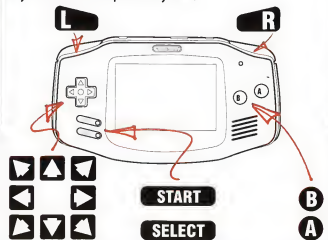
N64 Controller Icons

Find your way around the codes with our easy to follow icons. Just press what you see!



GB Advance Controller Icons

If you've got a Game Boy Advance, find your way around the codes with our easy to follow icons. Just press what you see!



Tony Hawk's 2

Unlimited air and all the cheats



If your tricks aren't quite coming off, don't worry. Grab a mirror and check out my top cheats that'll help you skate your way to the top.

Last month we hit you with the first wave of cheats for this spectacular game.

Now we're good and ready to give you some more. These top cheats should help you progress in what is a fairly tough game.



▶ To get unlimited air, go as before, then press and hold **DOWN** and **RIGHT** and **RELEASE** every time you ollie. **RELEASE** and **RIGHT** and **RELEASE** you won't get down, while **RELEASE** you won't time to complete the trick.



▶ To reset the timer to zero which will make you a lot easier, press and hold **DOWN** and **RIGHT** and **RELEASE** every time you ollie. **RELEASE** and **RIGHT** and **RELEASE** you won't get down, while **RELEASE** you won't time to complete the trick.

Conker's Bad Fur Day

Unlock Conker in War Mode



Fancy smacking your friends to smithereens, cheat fans? Listen up, as I show you how to unlock Conker in multiplayer mode and get him tooled up.

To celebrate Conker's return to the top of the UK sales chart we've decided to go that extra mile and give you some more cheats.

This time you can unlock Conker in war mode, and have the chance to go wild with either a frying pan or a baseball bat in race mode.



▶ To unlock Conker for the multiplayer war or race mode, go to the options menu and enter the cheat code **UNLOCK CONKER**. Conker will be there ready for your use.



▶ This cunning little cheat test you will a little bit of the multiplayer war or race mode. Enter **UNLOCK CONKER** and you'll be ready to go.



▶ To get the code for the cheat code, enter **UNLOCK CONKER** and you'll be ready to go.

Official Nintendo Top 5 Tips

It's like Ground Hog Day again, with both Conker's Bad Fur Day and Banjo Tooie refusing to leave the top five. Is there any one left in the UK who doesn't own these games? It's also a welcome return to the top five for Super Smash Bros..

Conker's Bad Fur Day



Start with 50 lives

This has to be the handiest cheat. It'll get you started with 50 lives. All you need to do is enter **BOYRILBULLEHOLE** at the cheat code menu.



Open all chapters

This is probably the second most helpful cheats as it opens all chapters and scenes code. Again, go to the cheat code menu then enter **WELDERSBENCH**.

Banjo Tooie



Super fast Banjo

Banjo Tooie is a massive game, with huge levels to travel across. This cheat lets Banjo cover distances quicker. At Mayahem Temple Code Chamber enter **CHEATOSUPERBANJO**.



Cheat without Cheato

To activate cheats without collecting Cheato's pages first, enter the codes backwards. So, to regenerate your Life Bar, enter **CHEATOKCABENOH**, instead of **CHEATOHONEYBACK**.

Smash Bros.



Secret characters

This game has top hidden characters. To get Captain Falcon beat the game in under 20 minutes. For Luigi, pass bonus practice one with eight characters. For Jigglypuff, beat him in battle.



Funaki stuff!

To get hold of this excellent wrestler, highlight Taka on the Character Select Screen. Press **○** to reveal Funaki, press **○** twice more to get his extra costume. Just check out those threads!

TWINE

Cool skins

Complete the City of Walkways 1 level on Agent setting in under 3:55 and you'll be rewarded with civilian skins, which you can use in multiplayer parts of the game.



Classic Corner

Pokémon Snap

Pokémon Snap was released almost a year ago, and it's still selling well. One of the best parts of the game is the challenge mode, with the valley course being one of the hardest levels in the game. Now then, let's see how it's done...



▲ Hit the floating Squirrels onto the shore and you get a nice picture when they pop out of their shells. Hari applies into the water and you get the added bonus of Magikarp, Dratini or Goldeen.



▲ Next, throw a Pester Ball at the Magikarp so it flips on to the Mankey. Quickly use more Pesters to knock down the nearby Geodudes. Go on, hit the little rock blighters!



▲ Snap three Sandslows. Further down the river, hit a Geodude... and quickly take a picture. Hit the other and get a great close up of the Sandslash as it pops up.



▲ This next hit is the most important. Quickly snap Staryu and then play a tune on your Flute. Look in it and you'll spot some Gravelers growling to your tune. Steps eat your heart out!



▲ Before moving on, make sure you take about 40 shots of the Gravelers group dance as each pic is worth 500 points. Next, throw a Pester at the Magikarp on the shore and take a pic of the Geodudes at the waterfall.



▲ As you head down the water rapids, if you're quick off the mark you can snap another two Staryus. Get a nice shot of them as return to the sanctuary of the whirlpool and evolve into Starmies. Sweet!



▲ Chuck Pester Balls into the whirlpool and wake up Dragonite. Get a cool shot of him as he roars in the air above you. Dragonite will also pop up on the side of the whirlpool.



▲ Turn round as fast as you can and hit the last Squirrel. If it then slide up the mountain and hit a distant Mankey. The fierce monkey will roll down for a great close up shot.

Your Tips

Write in

Win cool



goodies this month



You're engrossed in one of your fave games when you stumble across a precious gaming secret. What do you do? You send it in to Your Tips at the usual address and show off your superior knowledge. You might win a fab prize!

WWF No Mercy

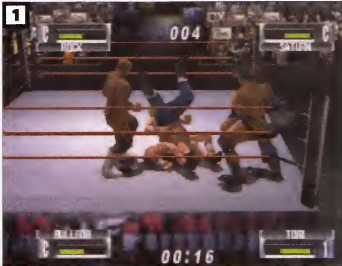
WARIO'S WINNER
Lee Hayman,
Pontypridd

Hidden wrestlers unleashed!

WWF No Mercy must be the most popular wrestling game ever! Every month our office is piled high with letters from fans.

But there are tons of hidden characters most gamers can't find. Luckily, Lee Hayman is in the know. Check out his fighter freeing tips!

Smack 'em down



▲ Start a championship as title holder. Win all your fights and defeat Andre at Backlash to unlock him!
▶ Start a survival game and defeat 60 fighters. New mall wrestlers then come in who become playable as you beat them!



Mario Advance

More lives than you'll ever need!

Mario has three pals with him to help defeat the evil toad Wart and free the land of Subcon from his spell.

But even with help from Luigi, Princess Peach and Toad, things can still get tough for the podgy plumber as he fights his way through the mysterious dream landscape. However, thanks to Michael Rae, lives will be the least of your worries with this top tip!

WARIO'S WINNER
Michael Rae,
Twickenham

Who wants to live forever?



▲ Play your way through the game until you get to World 3-3. Go through the first door then go left and pick up an ever useful POW Block.



▲ Run left and throw the POW Block to kill the enemies and get extra lives. Now go out the door, re-enter and repeat the process! How easy is that?

Legend of Zelda Ocarina of Time

Rake in the cash!

To get through the dark and dangerous caves intact in this epic adventure, Link will need as many items as he can carry.

And it helps if he has Rupees to buy them. So, in the true spirit of capitalism, Andrew Springford has sent in a useful tip to get some fast cash when you most need it! Wise man, should go far.

WARIO'S WINNER
A Springford,
Bucks

Money talks



▲ Go to the entrance of Hyrule Market. Take the door on the right. Smash all the pots there to get tons of Rupees. If only real life were this easy!



▲ Now if you leave the market and then come back in again, all of the pots will reappear! Simply repeat this until you have enough Rupees!

Your questions answered

Completely stuck in a game? Wondering why life is so cruel? Scribble your problem on a bit of paper and send it in. NOM can offer a helping hand!



Legend of Zelda

Ocarina of Time

I have got all of the Sages except one, and I can't find the Spirit Temple. I've looked everywhere and now I'm stuck.

Paul Breen, Milton Keynes

■ Don't worry Paul, this is the hardest temple to find but with your handy Ocarina and the Lens of Truth, you'll have no problem...



▲ First you must find and rescue all of the carpenters in the Gerudo Fortress. You will be given a membership!



▲ Now that you can walk wherever you like, wander into the desert. The strong winds here make it impossible to see!



▲ Follow the posts to a stone sign. After reading it, switch on your Lens of Truth to see a ghost hovering nearby!



▲ Follow the ghost who'll lead you to the Desert Colossus. This is where you'll find the last Sage! Result!

Legend of Zelda

Majora's Mask

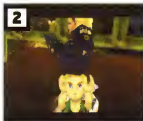
Please help me complete the Bombers Notebook! I've tried to do the entry for Anju's Grandmother but I have no idea what to do! I'm stuck. Am I missing something?

Martin Delowhere, Sutton

■ This isn't that hard, you just need to use your imagination. All she ever does is read you stories, during which Link falls asleep. If you wear the All Night Mask however, you'll stay awake! This'll make her so happy she'll find you a heart piece! Do this again the next day and answer 'I dunno' to her question and she'll give you another heart piece!



▲ This is the All Night Mask in the strange shop in Clock Town. It's expensive but you'll need it for the Notebook entry.



▲ Whilst wearing the Mask, Link won't fall asleep during the Grandmother's stories. Your interest makes the old lady very happy!

Pokémon Gold

Please help me! I'm on the Ice Path and I was going fine until I got to the second basement. I know I have to get to the old lady, but the Ice stops me! What do I do?

Joshua Brittain, Devon

■ Oh dear, you do have a problem. This is a toughie but we have the solution! The first basement is split into four sections with a hole in each. You must use Strength to push the four boulders down the holes, one in each hole. Now when you go to the second basement, you can use these rocks on the ice to get to the centre platform!



▲ Push the rocks through the holes and down to the second basement to make a path to the stairway exit!

Write in!

Hands up who wants to win some top Nintendo gear?

It's easy! Just drop us a line with your top tip, quessie answer or a new way to play, and you could be the proud owner of an awesome Nintendo prize.

Write to us at...

Your Tips, NOM, Angel House, 338-346 Goswell Road, London EC1V 7QP.

New Ways To Play!

It's always a pleasure to play your favourite games again and again, but it becomes a bit of a bore if you've done it a dozen times already.

But don't banish your old games to the cupboard. Make a new way to play them and send in your ideas. The best entries could win a prize!

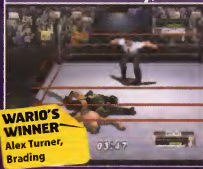
Jet Force Gemini, Castle Siege



WARIO'S WINNER
Tom Benians, Bolton

■ Start a four player game on the King of the Hill level. Two as defenders, two as attackers.
■ Defenders go on the castle and attackers stand on two of the three walls.
■ Attackers should kill defenders and try to enter the castle. However, defenders don't re-spawn.
■ Time how long it takes attackers to succeed. And then swap places.

WWF No Mercy, Gauntlet Match



WARIO'S WINNER
Alex Turner, Brading

■ Start a multiplayer Royal Rumble match in team battle mode.
■ Set the number of wrestlers at 40, with one to three human players.
■ The rest of the wrestlers are controlled by the computer.
■ You are massively outnumbered, so see how long you can survive before being totally wiped out! What a riot!

Your Scores



We know Nintendo gamers are the best in the world, so why don't you prove it. Official Nintendo controllers go to the best scores.

This month's tough challenges

01

F-Zero GBA

Bishop Series, Bianca City, Time Attack, one opponent. Fastest time over five laps.

HINT! There are no boost pads, so pick a ship that has a long boost time.



▲ Another chance to prove your skills on this fast course.

02

Tony Hawk's 2 GBA

**Single Session, New York level,
any skater, highest score.**

We've had a lot of cheaters entering, so keep 'em clean and get them sent in.

HINT! There are plenty of opportunities to wall ride. Make the most of them.



▲ Are you cool enough to get a huge score?

The month's results in full

F-Zero GBA

Wayne Seabury rockets to the top of the chart with this lightning quick time.

TOP BANANA

Wayne Seabury, Telford 1:53:00 mins

Tony Hawk's Pro Skater 2 GBA

Oliver Watling grinds in with this truly unbelievable score.

TOP BANANA

Oliver Watling, Nottingham 1,013,047

02 Robbie Savage, Devon 1:56:32

02 Wayne Seabury, Telford 855,004

03 F Gilbert, Blackpool 1:58:21

03 Robbie Harvey, Surrey 802,302**04 A Barrett, Plymouth 1:58:78****04 Robbie Savage, Devon 443,565**

05 S Collins, Bolton 1:58:93

05 Matthew Aspinall, Goole 383,622



Oi, cheaters. No!

All these tough Nintendo challenges are set for true gamers. Yet we keep on getting entries from filthy cheaters.

These include American and Japanese racing game entries. You can't use any codes to help you get good scores unless we say you can. Sneaky cheaters MAY get away with it, but do you really want to risk wasting your time and being disqualified? We thought not.

What to do

You can enter any of the Challenges you see on this page, including the league tables. If you fancy your chances at fame and fortune, here's what you do...

- 1 Pick your challenge, slam in the game and get your high score or time.
- 2 Take a picture of the screen with no flash. Taking it at an angle with the curtains drawn will help. Or videotape your entry.
- 3 Write your name, address and score both on the photo or videotape and on a separate piece of paper.
- 4 Tell us how you scored your best time. We may well print your top tip.
- 5 Also, pop in a recent snap of you looking daft.
- 6 Now post it to...

**Your Scores, NOM,
Angel House, 338-346
Goswell Road, London
EC1V 7QP.**

- 7 Buy the mag to see if you've made it to our Hall of Fame.
- 8 Go on about your victory until you alienate all of your friends.

Points win prizes!

If your score comes top of one of our leagues, you'll win a fantastic official Nintendo Controller Pad or Rumble Pak. Super.

Mega Challenge!

Get your fingers around this Mario Kart Mega Challenge and show us who's king of the track.

Mega Challenge

It's the hottest game to hit the Game Boy Advance and we know you Nintendoers are gonna be lapping it up. Who will be crowned Super Circuit champion?

What you have to do

To get to our Mega Challenge final, you need to post the fastest Time Trial time over three laps on the Cheese Land circuit, Flower Cup, 150cc class. You can play as any character.

Rip around the course, clocking up a lightning quick time. Send in your fastest time, along with a photo to prove that your time's legitimate, to the usual Mega Challenge address.



The Mega Challenge final

Only those who finish in the top four will make it through to the final. The fastest Super Circuit racers will be invited to NOM Towers for a race off to see who's the best of the best. We set the rules for the Mega Challenge Final. If you want to be in with a shout then get those tyres squealing and enter.

You'll only get three boosts so use them wisely, a turbo start is essential. Jumping is helpful, but don't do it too much or you'll lose control. Good luck.

Remember to include a phone number with your entry. If we can't contact you, you'll forfeit your place. And leave Saturday 15 December 2001 free.



► Are you a super Mario racer? Then get entering the new Mega Challenge.



Closing date and rules

- The closing date for this Mega Challenge is **Friday 9 November 2001**.
- The Mega Challenge Final will take place on **Saturday 15 December 2001**.
- For the final itself, we set the rules! The final will take place on the multiplayer game of our choice.
- Finalists who cannot make the stated final date will be disqualified and their place in the final will be given to the fifth place contestant.
- The decision of the magazine is always final. Oh yes it is.

In the event of a tie, the names will be put into Rich's largest hat and one will be drawn out to attend the final. You know the rules so get racing.

Mario Kart Super Circuit



Even if you're a master of the Super NES version, the GBA port is no walk over. We tell you how to put the pedal to the metal and lead the pack to the line.

Contents

Raceway action

- ✓ Racing tricks
- ✓ Weapon tactics
- ✓ Course layouts
- ✓ Shortcuts
- ✓ Coin locations

Kart Krazy

Issue 107 News
Issue 108 Big Game

WE SAID "Believe the hype! This is one game your GBA can't live without and neither can you."

Racing tactics

In such an awesome game as this, simply hitting the accelerator and hoping for the best won't get you far.

If you want to be a top racer, you have to have a few tricks up your sleeve. And with our help you'll be doing speed starts and power slides in no time.

Traction control

The ferocious competitors will stop at nothing to finish before you.

A well placed Banana can catch you off guard or you might hit an Ice patch or an enemy. Here is a trick to stop your kart from spinning out of control.



◀ If you run over a Banana or a puddle in the rain course, your kart will begin to skid out of control. Quickly tap the brakes before your kart spins completely and you will skid to the back of the field.

▼ If you do it in time, you'll see a musical note appear above your racer's head, and you'll regain control. This'll save you time and you won't lose any coins!



The speed freaks

All of your usual Mario favourites are back for more racetrack action, but which one should you pick?

It's important you use the driver that suits your style of driving best, so here's a quick run through all eight characters and what they're good at in the heat of the action.



▲ Mario

Mario is your reliable all rounder. He neither lacks nor excels in any area, with average top speed, grip and acceleration.



▲ Luigi

Just like his brother Mario Luigi's an average driver who can be trusted in any situation. No matter what the track, he'll definitely perform like a star!



▲ Peach

As a bit of a lightweight, Peach can accelerate quickly and her turning is steady. However, heavier racers will shove her around.



▲ Toad

Toad is Peach's partner in performance. Light as a feather and good on bends but falls victim in crashes with the large characters. Good for beginners.



▲ Yoshi

Yoshi is similar to Toad and Peach but has a little more weight. If you don't like being pushed around, but still want good cornering, pick Yoshi.



▲ Donkey Kong

Donkey Kong is heavy and has poor acceleration, but he can push others out of the way easily. His weight makes power sliding difficult though.



▲ Wario

Mario's alter ego is statistically identical to Donkey Kong. His poor acceleration and turning is made up for by a slightly higher top speed and barge power. Well, he is evil!



▲ Bowser

His acceleration is bad and steering is hard to control, but he has the highest top speed, and can plough through others like they aren't there! For experts only.

Boost Start

For the best chance of winning, it's far better to hit the front right from the start than attempt a spurt later on in the race.

Boosting off the start is a sure way of getting ahead early, however, this won't be the end of all your problems, and the other racers will be on your tail like a shot as soon as your speed wears off.

It's not that easy and perfect timing and an itchy accelerator finger are essential for that initial boost, but learning to do it every race will put you well on the road to Mario Kart greatness.



▲ To get this right, you have to use the starting lights as a timer. Wait for the first two lights to go, then hit the accelerator a split second before the green.



▲ If you time it right, you'll shoot off the line with a burst of flames! If you're at the back of the grid, quickly steer to avoid bumping into the racers ahead of you.

Power Slides

Power sliding round a corner is essential to get the fastest lap times.

There's also a way of getting an extra speed boost from doing the perfect power slide. But controlling a high speed skid can't be mastered quickly.



▲ As you approach a bend, begin turning early and immediately hit the **3** button to start the slide. If your turn gets too tight, release and re-apply your steering.



▲ If you find that the corner is too wide and you're drifting outwards, jump with the **3** button a few times. This'll make your kart turn a little tighter.



▲ To get the extra boost, you have to slide for two seconds while holding the **3** button. Drift round the corner then release **3** at the end of the slide.



▲ If the slide was long enough, blue flames will shoot out of your exhaust and you'll get a boost. Unlike on the N64, this can't be done on every bend.

Lakitu boost

Even after a total wipe out, all is not lost. You can boost as soon as Lakitu puts you back on track and make up for lost time.



▲ You're leading the race quite comfortably when you make a mistake and skid off. Don't panic! Wait for Lakitu to pick you up.



▲ Now press the accelerator a second before you're put down, and you'll boost as soon as your wheels touch the floor! Smell that burning rubber.



▲ Accelerate too early and your wheels will spin. This trick only works on courses where Lakitu lifts you to the top of the screen.

Lethal weapons

Mario Kart Super Circuit has many of the weapons from the N64 version, including the familiar Green, Red and Spiked spinning shells, Bananas and multiple boosts.



▲ In previous versions of Mario Kart, Red Shells hit you before you knew they were coming. But in Super Circuit, if you're at top speed, they trail behind you at equal speed.



▲ Rush to the nearest power ups. You are more than likely to get a power up that'll let you deflect the shell. Don't touch the grass or your kart will slow and you'll be hit.



▲ When you get three Red Shells, don't use them all at once. Try to hit three different racers. Or if someone is miles ahead, hit them three times about four seconds apart.



▲ If you hold **3** and use a Banana, you'll throw it ahead. Hold **3** with a Red Shell and you'll drop it like a Banana, and do the same with a Green Shell to fire it backwards. Die trailing Idiots!

Mushroom Cup

This is the first cup of the game but don't expect it to be a pushover.

The first circuit might be simple but before you know it, you'll be dodging crabs at the beach, and avoiding being crushed by huge Thwomps. And

don't think your competitors are going to just let you drive off with each race. One dodgy power slide and you're back fighting it out in the pack. Be sure to be on your toes if you want to be on the top of the podium!

Circuit 1

This is a friendly track to ease you into the action and give you a chance to get used to the handling.

Don't expect the others to slow and let you pass. They'll be battling it out for first place and if you're not careful, you'll be shoved off course and out of contention.



▲ The first bend is long and wide, giving you the perfect opportunity for a long power slide. Start your skid early and you'll be able to get a boost on the next straight.



▲ If you are after Coins, try to exit the first bend on the inside to grab a load from the left of the following straight. Then line yourself up for two more rows of Coins just ahead.



▲ There is a long strip of Coins here as you approach the second set of power ups. Steady your kart in line with them so you get them all. No one can stop you now and you will boost your Coin count greatly.



▲ The bend just before the finish line is similar to the first corner. If you're behind on the last lap, try to do a long power slide to boost afterwards. It might win you the race and Bowser needs to be stopped.



▲ This course is hazard free, making it easy to get Coins and win the race. Try to finish this race with more than 35 Coins, then you won't have to get as many on harder tracks that await you later on.

Circuit 2

Do you remember Koopa Troopa Beach? It was one of the best tracks in the N64 version and we still play it in our lunch break every day at NOM.

The crabs on this course were the cause for maximum mayhem and they've made a menacing return to the racetrack on your portable console. Beware!



▲ See that ship out at sea? It's not just there for decoration. If you play on 100cc or higher it'll shoot canon balls at you. Be on your guard or you'll be splatted.



▲ Just off the start line there are three separate rows of Coins side by side. There are more like this on the circuit and if you want to max out on Coins you must get a row on each lap.



▲ When you go past the grass here turn left to see an island in the water. There are 16 Coins clustered here but watch out for the patrolling crab guarding them. Its sharp pincers could leave you penniless.



▲ The water that separates these small islands will slow you down. To keep your speed try to jump from one island to the next. Even in a tight race and every second counts, so put your foot down!



▲ There are so many of those pesky crabs about that you are bound to hit one. If you do, simply tap the brakes before you spin and you'll get back your normal grip, no problem! Now you can hit top speed.

Circuit 3

Welcome to the dirt tracks of the jungle. It's Donkey Kong's homeland but you can't afford to ape around if you want to win.

The dust on the course reduces your grip so you'll have to brush up on your power sliding skills to make it round some of the steeper turns. Otherwise you could end up monkeying around in the water!



▲ There are Coins cleverly positioned on the outside of this bend where there's no barrier. If you want to grab them, try not to end up in the dip instead. The Coins aren't worth it.



▲ As you go over the first jump, there are more Boost Pads on the track. Be careful when you hit those because they send you speeding towards a sharp U turn! So get ready to brake, kart kings.



▲ Don't fire off a Red Shell at someone on this bend because your victim will most probably get over jump before the Shell impacts. He'll get away and you'll have wasted a Shell.



▲ This is one of the tightest bends on the circuit and if you're playing as one of the heavier characters, such as Donkey Kong, you'll have to power slide early to make it round cleanly.

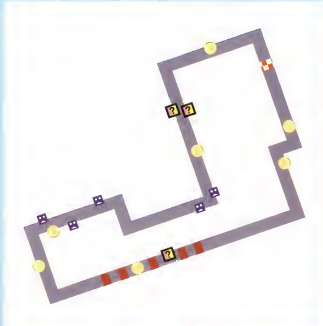
► Make sure you straighten up before you hit this jump. It can be tough to exit the long tight corner before correctly, and if you mess up the jump, you'll have to go round again.



Circuit 4

The Mushroom Cup final is held at the home of the biggest, baddest villain, Bowser. Now things are really beginning to heat up!

Lava pits and flaming fireballs make this a dangerous course. To top it off there are angry Thwomps out to squash you like a pancake! Yikes! Not a race for those with heart or back problems.



▲ All of the bends on the track are tight, right angled turns. Corner early, into the inside of the turn to get round without hitting the wall. Watch out for dirt patches that make you slide.

◀ Even though the Thwomps rise into the air, it's best you drive round them. If they stomp on you, you'll lose a lot of time and heaps of Coins, too. Don't mess with the Thwomps!



▲ It's near impossible to hit someone with a power up when hopping down this straight. It's best to wait until you've passed the jumps, then open fire before they cross the line.



▲ As you go over these jumps, fireballs shoot out of the lava. Remember where they emerge from and avoid that path. Hit one and you'll be flame grilled instantly! Medium rare Warlo anyone?



▲ Green Shells are an effective weapon for this track. Shoot one behind you as you turn a corner and it'll ricochet back and forth threatening the racers who are trailing in your wake.

Flower Cup

Now you've had a bit of practice on the Mushroom Cup, you should be ready for the next tournament. You might be safe from those Thwomps and fireballs but it doesn't get any easier.

Be prepared for a whole new set of tricks and traps to make getting the gold medal that little bit tougher. But don't worry. With our help you'll come out on top! Well, hopefully...

Circuit 1

This is a long and twisty course, with plenty of tight bends that make for some awesome power sliding action.

As with the other tarmac courses, this drive is quite clean, with no hazards or traps to worry about. Raw driving skill and good use of power ups is what'll win this race!



▲ There are Coins on the outside and inside of this bend and it's impossible to get them all in one lap. But you must make sure you get them all during the three laps of the race.



▲ This hairpin is the toughest bend on the track and you'll need top power sliding skill to get round it successfully. You should be able to get a boost out of the exit.



▲ If you have a Banana as you go through this chicane, drop it around here. Computer characters always take a straight line through the chicane and will always fall victim to your slippery scheme.



▲ As you exit the last bend, immediately turn right to slip down a hard to find mini pit lane. Here you'll find Coins and a Boost Pad! Try not to wander on to the grass, though, or you'll lose speed and time.



▲ This row of Coins isn't hard to collect, even for the least agile driver. But if you take the mini pit lane route, you'll miss them. So for at least one lap, make sure you stay to the left to get them all.

Circuit 2

This creepy course is the home of the Boo ghosts. Don't be scared as they won't interfere with the race at all.

The track is made of old rotting wood that has split in places. You'll have to use all your karting skill to avoid falling through one of the many gaping holes in the floor. Drive with caution if you don't want that falling feeling.



▲ Before you go over the first jump, position yourself to the left of the track so you land on the single Boost Pad. Then quickly go to the right so you land on the another one.



▲ If you hit the single Boost Pad just before this bend, you'll have to do a skilled power slide to get round. There's no barrier on the exit so use your brakes if necessary.



▲ If you have a Mushroom power up as you approach this huge gap, you can use it to jump right over the top. However, don't forget to grab the Coins on the left and right routes during the race, too.



▲ You can cut this bend short if you turn left well before the turn and cross a thin wooden bridge. This is a real test of your control and players using heavyweight characters will find it difficult.



▲ The easiest way to get these Coins is to jump over the holes next to them. If you try to swerve in to pick them up after you've passed the holes, you might misjudge it and fall off the track or hit the barrier.

Circuit 3

You have arrived at the land of mice and cheese and you'll have to watch out for the little rodents scurrying across the track.

This is the toughest course yet, with plenty of harsh bends, tricky jumps and a dusty surface that makes for looser handling. But there's no doubt, it's all good fun!



▲ From the very first bend, you must turn early and take the corner tight or you'll drift out onto the dirt. Also, watch out for stone pillars at the next chicane. They can seriously slow you down.



▲ These jumps are a crucial part of the track. If you don't make it across, you'll have to go round for another attempt. This can turn a comfortable lead into a miserable eighth place.



▲ Use a Lightning Bolt or a Red Shell to strike someone just before they go over the jump and they won't have enough speed to make it across. It's a dirty trick but who cares if it wins races!



▲ You'll see little mice shuffling back and forth across the racetrack. They're not there to be roadkill and you must try to avoid them. If you hit them, you'll spin so tap your brakes to regain control.

▶ There are two shades of dirt round the edge of the track. The lighter dirt doesn't slow you down so you can use it to save you some time round the tighter corners. But don't stray onto the darker stuff.



Circuit 4

We return to the Bowser's lava strewn residence for the final stage of the Flower Cup. Get excited as you're three laps away from another trophy for your cabinet.

But your hard work isn't over yet. There's even more Thwomps and more lava than before, meaning that this is no walk in the park!



▲ As you go round the first bend, aim to come out wide so that you can hit the boost pad and collect the Coins on the next straight. Get the Coins to the right just before the power ups.

◀ When you get onto the first area of grating, go to the right to get the boost, then turn in on the inside of the next bend for another. Leave the others eating your dust!



▲ The next grating area has loads of lava pools with fireballs shooting out of them. Unless you're after Coins, you'd be safest staying to the right. You'll get a power up there too.



▲ When you race down this straight, you have two options. If you're way behind the rest, stay central and get a power up to blast away the leading racers. That's the best way to catch up...



▲ However, if you're in the lead on the last lap, a power up would be useless. Go to the edge of the track to use the boost pad and extend your lead. Well done, the gold is all yours!

Thunder Cup

Enough with the small stuff. It's time to move on to the Thunder Cup. But with all that practice from the first two cups, you should be ready for anything this competition can throw at you.

If you thought that the Mushroom and Flower Cups were a breeze, this is where it all changes. Expect twisty courses and menacing enemies at every turn. Even the weather is against you! Can you handle it?

Circuit 1

We're back on tarmac but unfortunately it's pouring with rain. This means you can barely grip the track with puddles everywhere making you slide your way around.

Your karts turning ability will be poor and if you drive in any of the any puddles around the track, you'll spin out of control!



▲ There are three hairpins on this track. The wet surface means you have less grip so take these bends early, like you would on a dirt course. Power sliding is tougher than usual.



▲ Most of the puddles have been cleverly placed on the ideal racing path like on the insides of bends or wide just after a bend to catch you out as you skid round. Be on the look out!



▲ There is a lone Power Up at the end of this straight but there's also a puddle hidden behind it. It's tricky, but if you really want to get this Power Up, make sure you jump the puddle to avoid skidding.



▲ As you go through these chicanes, you can take an almost straight line all the way. Then turn early for the next bend because the following straight is narrow. Just don't stray off the tarmac.



▲ There are two puddles on the exit of the last bend that'll be right in your path as you speed round. If you jump the first one, be ready for the second. You don't want to skid on the last straight!



Circuit 2

Mario and chums take to the skies with this course in the clouds. Never mind worrying about falling to a flat and messy grave, you've got a race to win!

There are no barriers on this track, so you have to be a skilled racer to avoid falling off. Just to spice things up, there are a few jumps thrown in too.



▲ If you can strike someone with a weapon just before they go over this jump, they'll fall short! Grab a power up here and nail them before they launch into the air.



▲ There are two jumps here that let you take a short cut round this bend. Jump over the left one to get a power up or use the right jump if you have a Mushroom or Star to help you across.



▲ There is a secret platform here that isn't shown on the game map. Call it a leap of faith, but you can jump to it using the **↑** button, and off the other side, cutting off a section of the lap!



▲ To perform this awesome shortcut, turn left just after the hairpin and jump to the platform. Continue turning left then jump again, to the final bend! Our map shows you where you're jumping from.



Circuit 3

This track takes the racers on a trip to the seafloor, but they don't have their bucket and spade. They're all ready to win a race!

This is a large, twisty course with multiple routes and even more of those nasty crabs, but don't worry. NOM is here as usual to help you through the hard times and on to victory!



▲ It is hard to see, but just after the two palm trees here, there's another route with boost pads. Turn left just past the trees to use this path. You'll miss the Coins to the right, though.



▲ There are two routes here that you can take. If it's speed you want, you can go left and use the boost pads. If you're going fast enough, you can go right and get Coins and a power up.



▲ If you have a Mushroom, you can use a small Jump Bar to leap to secret platforms in the water! This saves heaps of time but is extremely difficult. Practice in Single Race mode.



▲ Turn right just after the bridge here to go down a small path. It's only a small shortcut but in a hot race, every second counts and it could leapfrog you into the lead. Or in this case get you up to seventh!

▲ There's a boost pad on a small section of the bridge here. However, chances are if you try to use it, you'll just end up taking a swim! It's not worth the bother unless you're winning by a mile.



Circuit 4

You'll have noticed by now that the graphics in this game are absolutely fantastic. But when you see the sun go down during this race, you'll faint in amazement!

But you have no time to gaze at the visuals. This is one of those tracks that is really tough at first, but once you get familiar with its layout, it's pretty simple. Up until then, prepare for a rough ride!



▲ You can't see it when you're speeding along, but there are small bumps in front of these boost pads that make you hop over them. Jump over the bumps to hit the boosts and go into overdrive!

▲ Hitting these boost pads can make the next two corners tough to get round. Hit the pads facing left of where they point. This will shoot you straight to the hairpin so turn right early.



▲ The row of boost pads here makes this section one of the fastest in the game. To hit them all, touch the first angled slightly to the right, then maintain a light left turn as you go. Nice.



▲ There's a power up on the dirt on the inside of this bend. You can either ignore it, or in a desperate fight for first place, grab it and hope for the best. It's a gamble, but could be worth it.

Star Cup

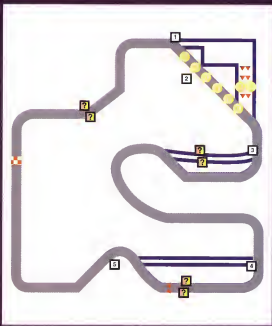
This is where the big boys hang out! Only drivers with true karting expertise can dare to enter the Star Cup so you better belt up and prepare for some bumper to bumper madness.

It'll be hard work getting the gold in this cup. The tracks are tricky and you might need a few practice runs before you find yourself at the front of the pack. But practise makes perfect.

Circuit 1

The Mario Kart crew have chosen to race on an ice circuit for the first race of this troublesome cup.

As you would expect from an icy surface, grip is almost non-existent and your kart will handle completely different to any other track. You'll be all over the place.



▲ Look ahead on the exit of this bend to see an opening. This secret path has Coins and a long strip of boost pads. However, this bypasses the straight with the long row of Coins.



▲ Almost every Coin on this track is on this straight in one long strip. It's tough on the ice but try to line yourself up correctly and you can pick them all up in one go!



▲ Turn right to go between the two darker ice patches here to find another path with some extra power ups. This is also a shorter route so as well as getting all those lovely goodies, you'll save time too!



▲ There is another alternative path across found here. There's not much point in using it though, because you'll miss several power ups, a boost pad and will be in a worse position for the next shortcut!



▲ If you drive onto the grass here you'll be able to jump this wall, saving you having to drive round. You'll land on a slippery spot so be careful with your steering or you might waste the time you've just gained.

Circuit 2

This race is in a bizarre land of giftwrapped presents and there are plenty of them. Maybe it's Christmas!

It might be the season of goodwill, but this is still a tough and frantic track with boost pads on almost every turn. If you can handle the speed, try and hit them all. It ain't easy and you'll need to memorise exactly where they all are to do it. Just make sure you don't overdo it and fly off the course.



▲ As you turn this steep bend try to come out on the inside so you can hit the boost pad before you go over the jump. When you land there's also another boost on the right.



▲ Turn into the inside of this corner to hit another boost pad, then see if you can spoil someone's jump by hitting them with a weapon. They'll have to go round again, suckers!



▲ Be careful as you land the jump as the road markings in the middle and on the sides of the track make your kart hop into the air and hitting them hard could land you in the drink. Curse you, road markings!



▲ Stay on the inside of this bend to hit the boost pad. Cut straight across the chicane for the next boost, then turn quickly left to hit another on the inside of the bend. Now you're cooking with gas!



▲ This is the last boost pad in the lap, tucked away on the inside of this turn. Steer left instantly after you boost to get the row of Coins on the left of the next straight. The finish and gold is in sight. Go, go, go!

Circuit 3

This race is held in the hot, sandy desert. Check out the neat Yoshi Sphinx in the background! Cool, or what?

The handling here is the same as the beach levels but as well as water, you'll also have to watch out for quicksand! Precise power sliding is essential or you'll end up a vulture's lunch.



▲ Take the first corner wide so you exit on the right in line with the boost pad. As you shoot past the power ups, get ready to power slide at high speed round the next right turn.



▲ There's a bump in the track just in front of the double boost pads here. If you hit it, you'll sail over the Coins and possibly into the wall. Go to the right of it, then power slide left.



▲ With many long and wide bends, you should try to get power slide boosts as much as possible. It's easy to do it round this hairpin but mind the quicksand on the inside.



▲ For a handy shortcut, cut across the dirt on the hairpin next to the third set of power ups. Ease off your acceleration to keep grip. Go round or jump the quicksand to head towards the water.

► On the other side of the quicksand is a jump that will launch you over the water to the final straight! This is tough to pull off, so practice getting it right before trying to do it in a race.



Circuit 4

Once again we're in Bowser's domain for the Star Cup final. Time to separate the men from the mice!

Weapons are important on this track. One power up can decide your finishing position so make sure you make good use of every weapon you collect and start blasting the opposition.



▲ A lot of the Thwomps in this level are placed on the inside of bends. Don't take the risk of going under them because being squished will leave you trailing at the back of the pack.

◀ There will be loads of fireballs bursting out of the Lava on this straight. Be careful, especially on 150cc. If one hits you, remember you can tap the brake to avoid spinning.



▲ When this Thwomp rises you'll notice there's a power up right under it. Obviously it's a gamble getting it so you should only take the risk if you're well behind the pack and need it desperately.

▲ This is the tightest corner on the circuit with the added danger of Thwomps on the outside. Make sure you power slide early, staying on the inside to get a boost down the next straight.

▲ There are gaps in the sides of the grating sections that are hard to see on the GB Advance's little screen. Stay in the middle and avoid collisions with other racers and you'll be fine.

Special Cup

This is the big one! The Special Cup is the fourth and final cup and your fellow competitors will be fighting all out to take home the gold. It's time to complete your trophy cabinet collection.

With loads of new obstacles, the courses are tougher than ever and one false move could mean the end of your race. Have you got what it takes to be the Mario Kart champion?

Circuit 1

We're back in the jungle, only this time, it's not as friendly. There are some huge volcanoes nearby, ready to erupt at any moment.

As well as molten lava balls raining down onto the circuit, this stage has a few other nasty tricks up its sleeve. Be prepared for the ride of your life.



▲ This is the first of three chicanes on this course. They can be tough when using the heavyweight racers, so power slide early and straighten before you jump into the next slide.



▲ There is a power up floating above a hole in this bridge. This can be tough to get if you're still sliding from the previous bend so judge it right or you'll end up in the drink!



▲ Red hot lava balls rain down on this straight, sizzling anyone who touches them. However, they only fall where there are black spots on the track so avoid driving on them or you'll end up lightly grilled.



▲ This is one of the meanest hairpins in the game! As you exit the bend, the wall to your right has jump bars that'll spring you over the wall. Use your brakes if necessary to avoid impending disaster.



▲ There's a single boost pad to the right, next to the wall. However, this wall has more jump bars that will make you hop over costing you about six seconds. Drive with caution if you want that extra boost!

Circuit 2

This course has loads of holes and broken sections making it tough just to stay on the track!

There are hazards at every turn so you'll have to keep your wits about you to stand any chance of winning. Toad's supreme grip is ideal for this race.



▲ The secret bridge here is not a shortcut but can save you if you exit the previous bend too wide. You can use the small jump bar as a shortcut for the next right turn.



▲ Just to the right of these power ups is a jump bar you can use to get to a distant platform. Use a Mushroom power up to get enough height and it'll shave seconds off of your lap time!



▲ There are jumps on the tips of the bends in this chicane which let you go in a straight line if you use them to jump the gaps in the track. This saves you a lot of time and effort weaving your way through the corners.



▲ Use the jump here to hop over the gap and hit the boost pad. This will shoot you towards a tight right turn but don't go that way. Use the thing bridge straight ahead, but make sure you don't fall off!



▲ There is a boost pad here but it's a trap! Use it and it'll send you speeding towards a bend you won't be able to turn without braking! When you boost, slow down straight after or you'll be off the track. Again.

Circuit 3

This is the fourth and final Bowser stage and boy is it a toughie! Lose concentration for one second and you'll finish last.

Take one look at the course map and you'll know this is going to be a rollercoaster ride of a race. Strap yourself in and grab a crash helmet because you're going to need it!



▲ There are loads of bubbling lava pools in this area. They can easily be jumped but you might be fried by a flying fireball. Take a central route where the Coins are to avoid trouble.



▲ The boost pads on the outside of these two rights are blocked by square barriers. Either go wide round the barriers or head straight for the boost, turning right at the last minute.



▲ If you take this bend tight you can go to the left of the wall down the next straight. There are two boost pads here but you'll have to quickly turn left before turning the next corner.



▲ As you hop over the lava on this straight, you have two possible routes. It is best to stick to the right path where you'll be directly in line with the next straight and the big jump.

▲ Just after the jump, there are a few of Bowser's evil minions patrolling back and forth. They're fast and hard to avoid so if you hit one, regain control by tapping your brakes.



Circuit 4

Just as in the previous two Mario Kart titles, the grand finale is held at the colourful space track Rainbow Road.

Even though it's the last race in the game, it's not as tough as you might expect. However, lose and you'll have to do the entire cup again! Can you handle the pressure or will you crack like a gaming novice?



▲ As you drive down this straight, stars will fall onto the circuit. Get hit and you'll spin instantly. To avoid them, stay in the middle of the track. Only venture off course for Coins.



▲ You can use the jump bars on the edge of the track to cut this hairpin short. If you have a Mushroom power up, turn left early and use it to jump to the next set of power ups!



▲ The clouds in this twisty section send bolts of lightning flashing down on the course. Being shocked will make you shrink and slow drastically. Avoid them at all costs!



▲ Jump to this thin strip of track to zip along the boost pads. Now turn right where the strip reconnects to the main circuit and launch into the air to land where the track splits.



▲ There is a large row of boost pads to the right of the last straight. These are tough to use, though, so only try if you're well behind the leaders. If you're first, it's not worth taking the risk!

That's it!

At last, you have earned the title of Karting king! You can now parade around with a smug grin, safe in the knowledge you are part of a select band of gaming gods. If you've found any secrets in your travels, drop us a line to Your Tips at the usual address.

The address for all your letters and pictures is:

Club Mario, Nintendo Official Magazine, Angel House,
338-346 Goswell Road, London, EC1V 7QP. Or you
can e-mail us at dominic.wint@emap.com

We dish out top Nintendo prizes for
the best letters and stuff we really
like, so it pays to get your letters in. A
big thank you goes to Nintendo who
supplied the prizes this month.

Nintendo



Club Mario

HERE'S THE BIT OF THE MAGAZINE THAT YOU WRITE...

✓ Your letters ✓ Bowser's Prison ✓ Game or lame? ✓ Mario's Hotline

Club Mario is the place where Nintendo fans can air their views, and boy do you know how. We've had loads of letters this month, all with something good to say, so let's join Tim and Rich as they digest this month's offerings...



MARIO'S WINNER!

"I heard a rumour of a Dragonball Z game called Legacy of Goku. It is to be released on the GBA. Is this true? And in response to Manau Passi's statement saying it costs him 4p more to buy NOM, I say boo hoo! It costs me 78p more here in Ireland, so there."

Gavin Lee, Fethard

■ According to the official Dragonball website, Infogrames are working on a GBA Dragonball Z game. We'll bring you more news as we get it. **Tim**

■ We're sorry about the price rises. We'd like to give the mag away but we can't. **Rich**

"I know they're not out yet, but I still don't know what to get, X-Box or GameCube. Which console is going to have better graphics and which is cheaper."

Ryan Lewis, Yeovil

■ Putting our most objective hats on, we'd still have to say GameCube will have the better graphics. **Tim**

■ As for the price, that's fairly easy. GameCube will be about £100 cheaper. **Rich**

"How come the N64 and the GameCube logos are both cubes? Is the big N fascinated by them? Next, they'll probably be bringing out Cube Mario."

John Baxter, Cumbria

■ If Nintendo are happy with cubes, then we're OK with that. Let's start a campaign to cube the world. **Tim**

"On the GameCube console, will it have a DVD player and Internet service? I heard rumours that you will be able to send e-mails to people, is that true?"

Omari Bowen, Holloway

■ The Nintendo GameCube doesn't have a DVD player, but the Panasonic GameCube does. As for e-mail, there is a broadband adapter but Ninty are keeping pretty tight lipped about online gaming. **Rich**

■ Playing games online is bad for your health. **Tim**

"I have been doing some serious thinking and am considering importing a GameCube, but would I be able to play UK games on it? Oh, and another thing, how much will it cost in the UK?"

Jason Wall, Northants

■ You won't be able to play UK releases on an imported GameCube. And we believe the GameCube will cost about £200 when it's released in the UK. **Rich**

MARIO'S WINNER!

"I wish everyone would stop moaning about the delay of the GameCube. I think we should take it as an advantage. When the Playstation 2 was out in Japan dead early it had lots of faults. The longer we wait, the more games we get at its European launch date."

Adam Gallacher, Glasgow

■ By the time GameCube gets launched over here, there'll be enough games to sink a kingsized battleship. **Rich**

■ Lovely games, beautiful games. Give them to me now. Not tomorrow. Now! **Tim**

"Can you use infra red on a Game Boy Advance?"

Sam Downes, Bristol

■ No, because the GBA doesn't have an infra red facility. **Rich**

Bowser's Prison



If you had to do time in Bowser's Prison, what three N64 games would you take with you? Send in your list of three games and why you'd take them and you might be banged up with the ultimate bad boy, Bowser. But please note, you must send a photo with your Bowser's Prison entry. No photo, no entry.

Jack Fielding

My three games would be...

(1) Resident Evil 2

Why? I could scare Bowser with the 'Licker' and mutant zombies.

(2) Goldeneye 007

Why? The 20 levels turn to 60 when you include the difficulty levels. I wouldn't get bored.

(3) Excitebike 64

Why? I could get on a bike and zoom out of jail, running over that nasty Bowser.



Mark your entries 'Bowser's Prison'.

Mario's Hotline



Don't bottle it all up, give Mario's Hotline a ring and get it off your chest. Don't forget, you must leave your name and telephone number...

"Why didn't Nintendo make Metal Gear Solid for N64. Instead of Game Boy Color?"
Daniel

"No other console's got a chance when GameCube comes out 'cos it's gonna be totally awesome."
Don Wood

"I think the magazine's great, but there's far too much wrestling stuff in it."
Anon

"I heard a rumour on the internet that Final Fantasy will be released on GameCube. Is this true?"
Anon

"I just bought a GBA with Pro Skater 2 and it's totally awesome. Wicked!"
Anon

020 7880 7414

"I think that GameCube is going to be a brilliant hit, and I really like the look of Smash Bros. Melee. But I'm afraid that Nintendo will forget all about the good old N64 when the wonder of GameCube sets in. If N64 became extinct, what happens to all the N64 fans out there?"

Natalie Dixon, Essex

■ It'll be sad to see the N64 go, but that's what happens in the name of progress. Don't go throwing it away, there'll still be times when you feel like a trip down memory lane. **Rich**

"It's cool that Luigi has his own game. It's about time Luigi stopped being second best to Mario. Don't get me wrong, I think Mario is ace. But I think Luigi is real hero material, and what better way of proving that Luigi is a hero than ghost busting."

Victoria, Kendal

■ This is a major step for Luigi. We predict that by this time next year, he'll be the star of his very own morning chat show. **Tim**

■ This morning, Luigi talks about people who feel regret after buying a Playstation 2. **Rich**

"Please could you tell me where I can get the Pokémon Master and Monster Guides as I can't find them anywhere. Nobody seems to sell them. Could you please tell me when Pokémon Crystal comes out and how much will it cost?"

Louise Bogunovic, Ely

■ We are sorry to say that the Master and Monster Guides are totally sold out. At the minute, there aren't plans to print any more. **Rich**

■ And Pokémon Crystal comes out on 9 November and should cost around £27.99. **Tim**

MARIO'S WINNER!

"Why are people complaining about the Panasonic version of the GameCube? It's just Nintendo's way of catering for those shallow people who want an all singing, all dancing machine that plays DVDs, CDs and games. Us true game players can buy the normal GameCube which only plays games."

Edwin Davies, Market Bosworth

■ As far as we're concerned, the more GameCubes that get sold, the better. **Tim**

■ There should be a GameCube in every home. Nintendo should give them away for free. **Rich**

"Will there be anything like the GreyStation's Platinum, Classic or Value series for the GameCube. I hate having to save up to buy one top notch game and, as soon as I get it, another one comes out."

Christopher Murphy, Shankill

■ One of the problems with N64 games is the price of games. Hopefully, GameCube games won't be as expensive to begin with. **Rich**

■ Don't expect to see budget games for at least a year after the GameCube is released. **Tim**

Mario's Hit List

Do you want to see your letter in Club Mario? Are you lost for a hot topic? Why not tackle one of these subjects...

■ What are you planning to do with your N64 once GameCube is released?

■ Was Mario Kart Super Circuit worth the wait?

■ Should Nintendo let any company build GameCubes, such as Panasonic?

■ Do you want to see Internet gaming on GameCube?

Game or lame?

There are so many great ideas that never get off the ground. If you're sitting on top of an amazing game idea, then get it sent in and we'll make you famous. Include any pictures or artwork that you have done, and put a recent picture of yourself in there too. Then send it to the usual Club Mario address.



Name
Game name

Chris Crompton
BearApe Battle

What's it about?

The DK Klan plus Banjo, Kazooie and friends are slugging it out to see who is the strongest. You can choose between being DK in Banjo's world or Banjo in DK's world.



Who's in it?

The whole DK Klan including King K. Rool, as well as Banjo, Kazooie, Mumbo Jumbo, Jamjars, Humbawumba, Klunglo, Gruntilda and pals.

How does it work?

By completing tasks, you add more characters to your team. Each member of your team has a different ability and is better at defeating a particular boss. The final battle is between DK and Banjo. You'll also have to deal with Grunty and King K. Rool, who'll be on your tail all the way.

NOM thinks...

Rare has created some great characters so it makes sense to stick some of them together to make a fantastic game. The prospect of a battle between DK and Banjo is a very exciting one indeed. Good work Chris, and keep those top ideas coming in.



It was Pokémon heaven as the Celebi roadshow hit Bristol and Nintendo introduced Celebi to the hordes of fans.

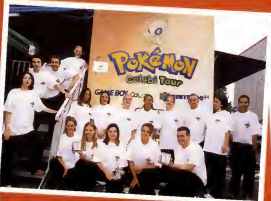
Send all your Poke stuff to:
Pokémon Centre,
Nintendo Official Magazine,
Angel House, 338-346 Goswell
Road, London EC1V 7QP

Pokémon Celebi Tour: Bristol 23rd August 2001

The sun was shining, skies were blue, the faces were smiling and the fresh, West Country air was chock full of excitement as the huge crowds patiently waited for the Celebi Tour truck to power up and let Pokémon hungry fans loose on what is to be the next installment from the gaming phenomenon. Namely, Pokémon Stadium 2 featuring new character Celebi.

The first day of the Pokémon Celebi Tour steamrolled into Toys R Us Bristol on 23 August and people came from near and far to check it out and battle in the championships. There was plenty to keep everyone happy throughout the day with Celebi downloads available for anyone bringing their Pokémon Gold or Silver game, arcade style halls playing Pokémon Stadium 2 plus face painting, and guest appearances from characters Chicorita and Elekid. But the high point of the day had to be the championships, which saw 64 crazed Pokémon fans battle it out with one another for the prize of the day.

As the 64 were whittled down to 32, then 16, then eight, then four and finally two, onlookers cheered, clapped and shouted encouragement, as things got tense and tough. But there could only be one winner on the day and Sam Answorth, aged 15 from Swindon, beat Luke Cooper, aged 14 from Clevedon, to the top and went home with a special edition Picachu N64 and trophy. Good work, fella!



▲ **Pokémon Celebi Tour crew**
The wild and wacky staff show off their nashers for the cameras.



▲ **Wesley Brewer and Hector Wakefield**

Pokémon crazy Wesley Brewer (left), aged 15 from North Petherton, told us he was quietly confident he'd win the day and the Picachu trophy, but that wasn't to be, as he got knocked out after the second round. But showing that there was no hard feelings, he shakes hands with his opponent, rugby fan Hector Wakefield, aged 14 from Cardiff, after being soundly beaten.

◀ **Lined up for the championships**

The early stages of the championships. Fans battle it out to make their way into the next round.



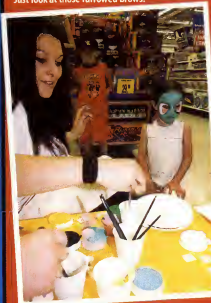
▲ Pokémon Stadium 2

Deep in concentration, gamers hammer it out on Pokémon Stadium 2 in the Pokémon Celebi Tour arcade. Just look at those furrowed brows!



▲ Blogging Celebi

Brothers James (left) and Connor Bant from South Gloucestershire receive a free Celebi on their Pokémon Gold and Silver Cartridge. Connor: "I haven't got very many Pokémon yet so I couldn't miss out on adding the rarest character to my collection."



▲ In store face painters

Bristol had it's own little Celebi as we transformed Lois Moran, aged four from Bedminster, into the latest character to emerge from Johto.



▲ Nicole Williams, aged six also from Bedminster, morphs into a very pretty Pikachu.



▲ Taking a breather

When the going gets tough the tough have a sit down. Two loyal fans take a well earned break to play on their Game Boy Colors. Jack Furze (left) and Lloyd Martin have a quiet moment after their journey all the way from Devon.



▲ Four finalists

The championship was whittled down to just four in the semi final. From left to right: Luke Cooper, Hector Wakefield, Aaron Sims and Sam Answorth.



▲ Winner and run-up

Bristol winner Sam Answorth (left), aged 15, and runner-up Luke Cooper, aged 14, pose with their prizes. Winner Sam revealed the secret of his success: "I train hard every day and I have loads of the Pokémon stuff to make sure that I stay ahead." And there were no hard feelings from Luke as he told us: "I'm pleased to have made it this far. I was expecting to be knocked out in the first round after I heard I couldn't use my own Pokémon."

BLAG FEST

All you Pokémon masters out there, here's the chance for 251 of you to win the most sought after Pokémon, none other than Celebi. Get him, before your friends do.

251 Celebi

Celebi, the secret 251st and rarest Pokémon, is available exclusively to our Nintendo Official Magazine readers.

To celebrate the unveiling of the rarest and most sought after treasure in the Pokémon family at Nintendo's Pokémon Celebi Tour this summer, we have 251 Celebi Pokémons to giveaway and they are all for you!

Many of you will have kept up to date and even attended the Pokémon Celebi Tour, which took place at Toys R Us stores in Bristol, Oldbury (Birmingham), Leeds, Dundee and Brent Cross (London) in August, so you'll be well clued up about what happened. But for those who don't, the tour gave Pokémon fans the first ever opportunity to play Pokémon Stadium 2 on N64 as well as the chance to receive the exclusive Celebi Pokémon character.

But as the people at Nintendo are such a caring sort, they didn't want to leave those of you who couldn't join in the fun empty handed. So from the biggest selling video game series of all time comes the elusive Grass Type Celebi with phenomenal psychic abilities, which until now has never been available in the Game Boy games.

Not much is known about him, but Celebi is the Holy Grail to all Pokémon masters around the world and would be a jewel in the crown of any games collection. Now, he could be yours. And we're not going to make you do too much to get hold of Celebi either because we know how busy things get in the world of Johto.

Simply fill out the details in the attached form and post it back to us at 'I Want Celebi', Nintendo Official Magazine, Emap Active, 338-346 Goswell Road, London EC1V 7QP. 251 lucky Master Trainers will be drawn at random from the entries and asked to send their Gold or Silver cart in for us to add Celebi. And, remember, please don't send in your cartridge until we've drawn the 251 lucky winners.





Giveaway



Name

Address

Telephone E-Mail

Send your entries to: 'I Want Celebi', Nintendo Official Magazine, Emap Active, 338-346 Goswell Road, London EC1V 7QP



Nintendo News

✓ We promise to bring you the best info on GameCube, GBA and all Nintendo News. We tell you the news before anyone and all our stories are guaranteed 100% correct by Nintendo.

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Space World

What is Spaceworld?

Spaceworld is Nintendo's yearly games event held in Tokyo, Japan. We went to find the latest news.

Mario Sunshine

Game Info

By: **Nintendo**

Type: **Adventure**

Release: **TBC**



● Next gen Mario ● Stunning graphics ● All new world

Hard information was in scant supply, but from the brief video clip shown at the Spaceworld press conference it's obvious Mario's on his way back to cast some gaming sunshine on Nintendo gamers.

A summer 2002 Japanese launch date was also announced, making a Christmas 2002 Euro release date look likely. The game is said to be progressing nicely, with the cream of Nintendo's development teams working on it.

The snippet of the game shown features huge, intensely detailed environments, with a bright, sunny blue sky, and the most complete incarnation of Nintendo's plumber yet seen. The most interesting feature, and one Nintendo's creative genius Mr Miyamoto refused to expand upon, was Mario's backpack. We've since discovered that it is a water cannon, and that it will play a central part in the game.

Mario Sunshine has also been referred to as Marionette, and rather than them being one and the same game, it seems Marionette was an early version of a Mario game, which has now gone on to become something completely different. Miyamoto would only state that it would be a simple yet complicated game, that may or may not feature Mario. Guarded words as usual from the gaming legend!

► Mario gazed out to sea, and thought, 'Nice world Miyamoto, ta very much!'





▲ Mario seems to have some new moves such as this Wallkick.

You should know

We know the shots for Mario Sunshine are a little grainy and fuzzy, but there's a reason for this.

Nintendo haven't officially released any shots for the game, but we knew you needed to see them no matter what, so we've managed to get hold of a batch of shots to give you an idea of what the next Mario game will look like. Looks promising, doesn't it?



▲ No one knows where this world is or what's the object of the game, but Mario Sunshine still looks like it's going to be a classic.

We think...

The short clip certainly had the look of a classic in the making although it didn't give anything away as far as gameplay was concerned. However, we're sure Miyamoto will ensure it's everything gamers want from Nintendo's number one character. Now all we have to do is sit back and wait...



Zelda GameCube

Game Info

By: **Nintendo**
Type: **Adventure**
Release: **TBC**



● Revolutionary graphics ● New look Link ● First ever look

The biggest surprise of Spaceworld was the unexpected change in direction for the forthcoming Legend of Zelda game, proving once and for all that Nintendo are the masters of innovation and 'rabbit out of the hat' surprises.

The audience sat gobsmacked as a brief video clip showcased the bold new visual style. Forget the version debuted as last year's Spaceworld. What we've got on our hands is a look never seen before in a video game. Visually it looks like a top end cell animation film delivered with a distinctly original Nintendo flavour. The new style has been dubbed 'Toon Shading'.

The game is set for a Christmas 2002 launch in Japan, which suggests a summer 2003 launch over here. It may seem a long time to wait but with the number of quality GameCube titles on the horizon it should pass in a flash. All we can say is bring on 2003.



▲ The action seemed fast paced, and full of humour.



▲ Nintendo are promising an adventure unlike any other.



▲ We're going back to a time when Link was but a wee nipper, but even then he was a fearsome fighter, and a legend.

▶ What do you think of the new style? Do you think it looks like a fun game to play, or do you prefer the older look?



▲ In this shot Link is being chased by Ganondorf's minions.



▲ The character movements are the best we've seen.



▲ The lighting effects surpass a Disney film. Yep, that good.



▲ Although you might think the style is a bit kiddie, the action is anything but. It's got all the swashbuckling combat that made Zelda games so great in the first place, plus it promises to be an absolutely massive quest.



▲ The dust cloud effects are top drawer, in fact the video clip was littered with cool effects, like enemies running on thin air before plummeting to the ground.

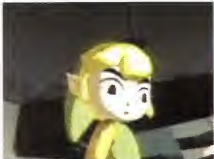
Why the change

Miyamoto, the man masterminding the game, apparently had second thoughts after the preview of last year's *Spaceworld* Zelda demo.

He didn't want to make Link older, preferring to take him back to a younger age. He also sensed other games companies might copy the style of the *Spaceworld* demo, so he decided to completely rewrite the rulebook and come back with something nobody but Nintendo could produce. This is, as Miyamoto said, 'The Nintendo difference'.



▲ We all loved the old version, but name one game Miyamoto has screwed up. We're still waiting...



▲ Prepare for a double helping of Nintendo innovation, Legend of Zelda style.

We think...

Other companies are content to retread old ground. But not Nintendo. They've decided to take a risk and try something different, and not for the first time they've pulled it off. It's early days, but the signs suggest a breathtaking and outrageously original game is on the way.



Soul Calibur 2

● Top fighting fest ● Insane combat ● Intense multiplayer action

Game Info

By: **Namco**
Type: **Beat 'em up**
Release: **TBC**

Spaceworld saw the announcement of many top games, and one we've got a burning desire to go hands on with is Namco's highly rated beat 'em up, Soul Calibur 2.

The game is said to be a near complete version of the arcade game currently being worked on by Namco's arcade division. While no specifics have been officially announced, the game is said to star all the characters found in the original, along with the game's super flexible weapon based combat system, and a large portion of slick graphics.

No doubt the game will feature a wealth of multiplayer options, and the sort of red hot gameplay the series is renowned for. Looks like GameCube's got the beat 'em up gaming section covered!



▲ Soul Calibur 2 should be a welcome antidote to the cute and colourful fighting of Super Smash Bros. Melee.



▲ Bare in mind that this is an early shot of the game, and the finished article should look even better.

We think...

We can say with near certainty that this will be an explosive beat 'em up with the addictive mix of intuitive gameplay and knee trembling graphics. Bring it on!

Mickey for GameCube

More shots emerged at Spaceworld for the forthcoming GameCube title, Mickey for GameCube (which is only its working title).

The game is being jointly developed by Capcom and Nintendo, and is said to be a 3D adventure with Mickey joined by other Disney stars. You'll have hard details just as soon as we do.



▲ So this is what Mickey's pad is like. We wondered where he took Minnie for quiet nights in front of the box. Now we know.



▲ God only knows what this cutlery based level is all about. We'll just have to wait and see.



Card e Reader

Game Info

By: **Nintendo**

Type: **Data storage system**

Release: **TBC**

● New ways to play ● Revolutionary design ● New for Pokémon

Back in issue 104 we broke the news about Card e Reader, the intriguing and innovative new GBA accessory from the clever boffs at Nintendo, and now we can give you the full rundown.

The Card e Reader is a high tech gadget that plugs into the GBA's link cable port. By passing specially made trading cards through the Card e Reader, in the same way credit cards are swiped in shops, information can be uploaded onto the GBA, which can expand the gaming options of whatever GBA game the cards are designed for. Many new games are planned to take advantage of this hot new technology.

The first game to use the Card e Reader is Pokémon Card e, the follow up to the massively popular Pokémon Trading Card game for the Game Boy Color. The GBA trading card game will have a range of special cards with barcode information on the bottom and outside edge of the cards.

Some features can be accessed with just one card, while other more complicated features require two cards to be swiped.

The cards will be sold in newsagents, and all the places you can buy normal trading cards at the moment, and shouldn't cost any more than at present. This is what they'll do...



▲ The Card e Reader lets you upload information to your Game Boy Advance and evolve your gaming to another level. Bring it on!

Mini games

The special cards will upload information onto your Game Boy Advance so you can enjoy short movies starring your favourite Pokémon and play cool mini games.



Battle information

The cards will also allow players to access in depth battling and evolution information, giving you an extra edge against your opponents.



We think...

Card e Reader is totally original, and it's bound to be the hottest craze in town when it touches down in the UK. Competitors beware, Nintendo are on a roll!



SSX Tricky

● Mental tricks ● Extreme tracks ● Cool riders

NOM had the chance to get our hands on an early version of EA's extreme snowboarding title for GameCube, *SSX Tricky*, and can report back that it's a wild, wild ride, and a title to look forward to.

SSX Tricky may be a snowboarding game, but it's as realistic as Bruce Forsyth's hairpiece. The game combines courses that would give a mountain climber vertigo and the sort of tricks that would make even Tony Hawk sweat, all wrapped up in tip top next gen graphics, and coming with a two player mode, and stacks of other game modes, including a cup tournament, time attack and free run.

The courses are all works of fiction and feature multiple routes and hidden shortcuts, all with giant jumps designed with outrageous tricks in mind. The tricks are pulled off using the cross shaped D pad on the GameCube controller. The tricks are very well animated, and surprisingly easy to pull off, with a huge array of moves at your disposal.



▲ The outlandishly clad boarders are painfully cool, and incredibly well modelled.



▲ Grab some air, race some tracks, and gaze with wonder at ginger afros. This is *SSX Tricky*.

Game Info

By: **Electronic Arts**
Type: **Extreme sports**
Release: **TBC**



We think...

It's got quality stamped all over it! It's looking like a great choice for fans of snowboarding, and those who like their gaming fast and easy to play. Expect to see more visual tweaks leading up to the US release later this year.

Virtua Striker 3 ver.2002

Another game shown at Spaceworld was *Virtua Striker 3 ver. 2002*, one of three games Sega announced for GameCube.

The latest edition of the smash hit arcade football series will feature 60 international teams, and over 1,300 players. As with previous versions the emphasis is on instant pick up and play gameplay, and sweet graphics, although the makers have promised the most in depth tactics system yet seen in a *Virtua Striker* game. Looks good, heh?



▲ The keeper couldn't do anything about this low drive. Just look at that technique, shades of Michael Owen!

▲ You can change your overall tactics at any point of the game, moving from Defensive, Normal to Offensive.



Game Info

By: **Electronic Arts**
 Type: **Sports sim**
 Release: **TBC**

GAMECUBE
 NEW!



▲ Prepare for a new era of detail, where even the football boots are modelled on the real thing.

▼ Even in this brave new world of footy games players can still fall on their backsides.

FIFA 2002

Road to FIFA World Cup

● Improved player controls ● Fast paced ● Loads of teams

There's been a real shortage of top class Ninty football games over the last couple of years, but this looks like changing with the announcement of FIFA 2002 Road to FIFA World Cup for GameCube.

As with previous FIFA games, there will be a mountain of playing options to play through, but as the game name suggests the rump of the game will be focused on getting your chosen international team all the way to the World Cup finals in Japan and Korea. To help you qualify, there will be a wealth of information on not just the state of your team, but inside info on the strengths and weaknesses of your opposition.

The game features an all new passing system which allows for greater flexibility and control, with the ability to pass into space, release slide rule through balls and defence splitting one twos, plus commands to send player running into space. The intelligence of the computer players have also been tweaked, making them much smarter. The tackling system has also been improved, putting you much more in control, although harsh and dangerous challenges are said to be strictly controlled by an improved referee.



▲ We found the players moved in a very fluid way, although they still seem to be skating on ice.

We think...

From our brief play we think it might be the best Nintendo FIFA game ever, with a greater sense of player control and some truly eye watering visuals.

Bomberman Generation

A Nintendo launch wouldn't be the same without a Bomberman game, so imagine our immense delight when we clapped our eyes upon Bomberman Generation.

The game has a distinctly cartoon flavour, with the action viewed from above, which should eliminate the navigation problems that hampered the N64 versions. The game will have a four player mode, reputedly the fastest yet seen in a Bomberman game, as well as a single player story mode which focuses on setting off bombs and puzzle solving. Whatever happens, it's going to be explosive!



◀ Bomberman's back, ready to offer the same mix of bombs, and more bombs. But bombs are good, right?

▶ The single player game sees you working out how to get from point A to point B, and fending off the unwanted attentions of baddies.



Rune

● Card based combat ● Huge open worlds ● Fantastic beasts

Nintendo's RPG universe has been a lonely place of late, with a few bright stars lighting the way for people who like to pretend to be someone else.

This could change with the arrival of *Rune* for GameCube. The game has a traditional RPG storyline, with five mythical kingdoms under attack from a dark fog. Defeating the fog is a case of traveling the worlds in search of 100 cards which contain strange and fantastical beasts, who are needed to defeat the fog.

They are also used to defend yourself against the legions of enemies intent on blocking your path. Cards are assigned to the Cube's action buttons, and when you're confronted, you can unleash a beast to battle on your behalf. Players will have to choose their fighters carefully, because all the creatures have strengths and weaknesses against certain enemies. For example, a fire beast won't do well against water energy.



Game Info

By: **Software**
Type: **RPG**
Release: **TBC**

GAMECUBE
NEW



▲ More the early onsets with the task of finding all 100 of the magic cards. Best start *Rune* a look around, love.



▲ The main character appears to have wings, but we haven't seen them in use yet. Do they work?

▲ Did we mention that some of the beasts are the size of a multi-story car park, and rather on the feisty side?

We think...

The game didn't look overly special, although the card based combat is a neat touch. The acid test will be the scale and variety of the playing experience.

1080°

1080° Snowboarding on N64 was nothing short of a classic, with the perfect blend of realistic control and frozen water based eye candy.

So it'll come as no shock to hear Nintendo is busily working away on a GameCube sequel. Nothing has been announced as far as playing options are concerned, but we don't think it will stray far from the winning formula set out in the N64 version. No release date has been set, so for now feast yourself upon these shots...



▲ Do you remember how well the 1080° game handled on N64. Want some more?
▶ Now we know 1080° is on the way, we can sleep soundly in our beds.



Sonic Adventure 2

● Sonic on GameCube! ● Eye watering speed ● Exclusive GameCube features

Game Info

By: **Sega**

Type: **Action/adventure**

Release: **TBC**

**GAMECUBE
NEW**

► This game moves at an incredible rate of knots, offering the kind of gameplay only Sonic can deliver.

The third Sega GameCube title to join Super Monkey Ball and Virtua Striker has been announced as Sonic Adventure 2.

After years as a rival to Nintendo, Sega's chief mascot is heading to GameCube, and we had the chance to play an early two level demo shown at Spaceworld. The City Escape level was set in a hill strewn city, and featured incredibly fast downhill sections, and the full array of Sonic's moves, including the spin, grind and jump. The second level, Green Forest, was equally fast paced, with plenty of detail, especially considering the demo was only ten percent complete. Needless to say, there's a king's ransom amount of gold rings to collect.

Although Sonic Adventure 2 is very similar to the game that came out on Sega's doomed console, the makers have assured gamers that there will be a number of improvements and extras to make it worth buying, although at this stage of development we don't know what form they'll take. Watch this space!

► Big up your chest Sonic, you're finally on a Nintendo console, the true home of gaming greatness.



We think...

From the brief demo we played the game has an impressive turn of speed, and a well detailed world full of typically insane jumps and loop the loops.

Metroid Prime

Back in issue 106 we lifted the lid on Metroid for GameCube, showing you some very cool shots from a movie cut scene.

Now we can finally show you some in game shots, showcasing Samus in her, er, prime. The game features first person and third person sections, and a selection of very large, and aggressive bad ass enemies, plus Samus' trademark laser blaster. Time to get shooting.



**GAMECUBE
UPDATE**

▲ The worlds are said to be populated with a range of true video game nasties, ready for Samus' laser gun.
▲ The look is very hi tech, with display information on the screen, and dark complex levels to explore.

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LITA



Factfile

From Florida

Height 5' 7"

Weight 135 lbs

Finishing move
Moonsault

Did you know?

- Her real name is Amy Christine Dumas. Catchy, huh?
- Before she got involved with wrestling, Lita played bass guitar in a band called 3 Card Trick.
- She is apparently going out with Matt Hardy, one half of the Hardy Boyz tag team.



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